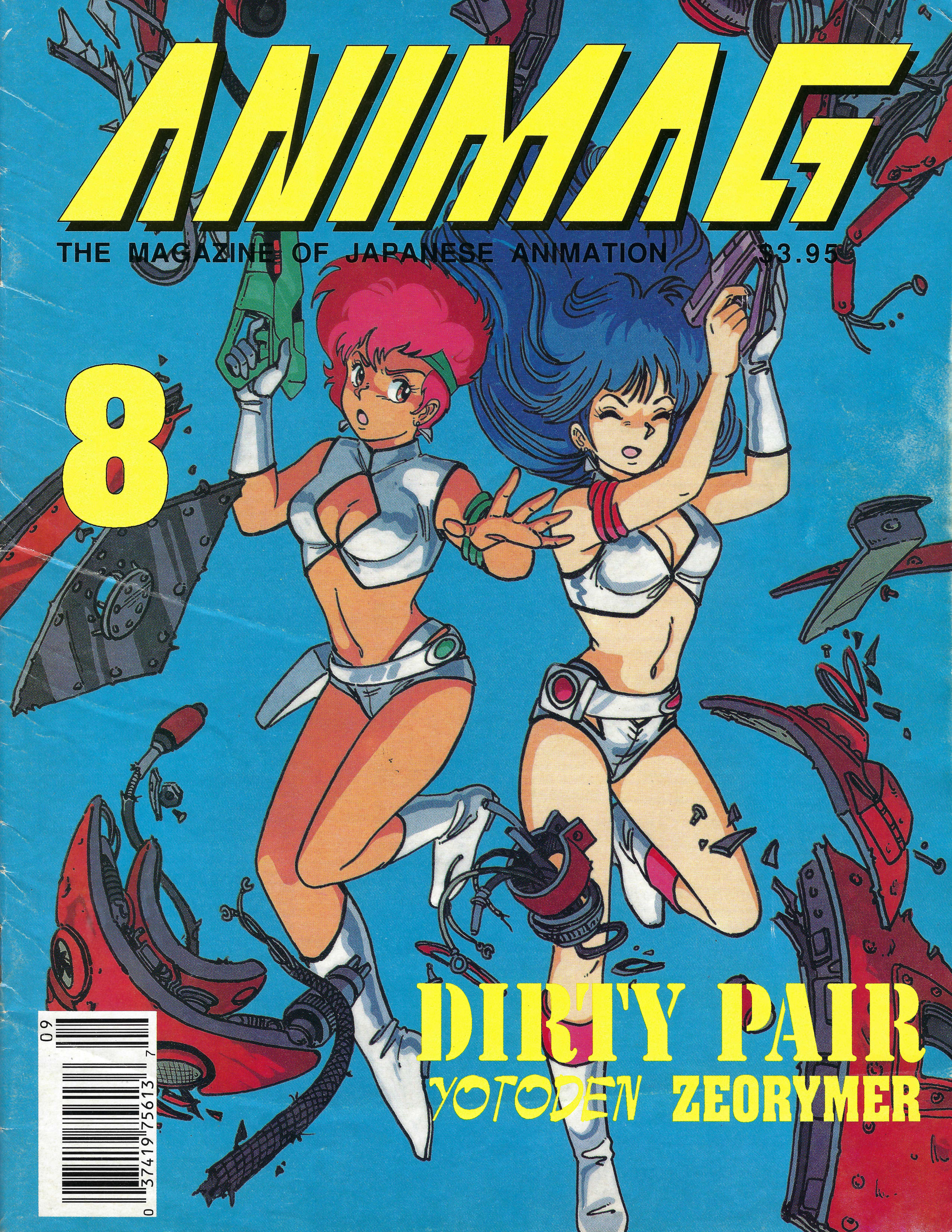
ANIMAG

THE MAGAZINE OF JAPANESE ANIMATION

$3.95

8



DIRTY PAIR

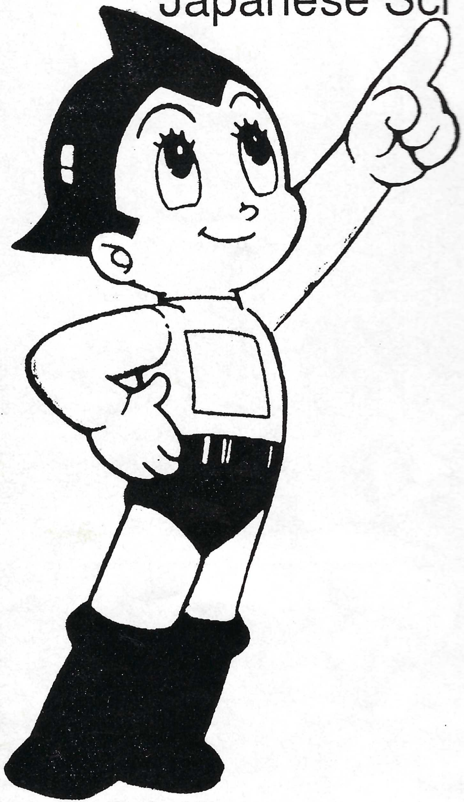
YOTODEN ZEORYMER

0 37419 75613 7 09

Kimono My House

1424 62nd St • Emeryville, CA 94608 • (415) 654-4627

Japanese Sci Fi Toys ✻ Anime Goods ✻ *Weird Stuff!*



Godzilla Merchanidise

Beetland	
Electronic Lighter	29.00
Shaver	39.00
Lamp	35.00
Noren (curtain)	20.00
Pita Fuzzy squeaker	3.00
Biniken Tin Wind Up	39.00
Bullmark Die Cast	50.00
Godzilla Battenger (Bullmark)	90.00
Remote Control Godzilla, Red King, Mecha Godzilla	35.00
Godzilla Chorojyu Sparkers (assorted)	ea. 5.00
Kaiyodo Model Kit '54	60.00
Billiken Model Kit	49.00
Godzilla Pin	5.00
Godzilla Soft Plastic 7"	8.00

Nausicaa

Cassette Index (2 kinds)	ea. 4.00
Pencil Boards (6 kinds)	ea. 5.00
Paper Jacket	49.00
Ceramic figure 8" white	35.00
Pin	5.00

Astroboy

Sweater (black)	$ 75.00
Cardigan (red)	75.00
Neck Tie	29.00
Sweat Shirt	39.00
Cloth Bag	9.00
Wallet 3-D	8.00
Pencil Case 3-D	8.00
Ball Point Pen	6.00
Pajamas (red, navy, ivory)	69.00
Shorts (red, navy, ivory)	15.00
Socks (red, white, assorted)	8.00
T-shirt	12.00
Quartz Watch (2 kinds)	49.00
Alarm Clock	29.00
Wall Clock	39.00
Comb	4.00
Key Chain	5.00
Mug	8.00
Bandana	5.00
Pencil Case (blue, red)	6.00
Pencil Board	4.00
Pencil	1.00
Coin Purse	6.00
Bank (ceramic)	19.00
Picture Frame (ceramic)	15.00
Ashtray (ceramic)	16.00
Tricycle	35.00
Flying Astroboy	60.00
Go go Astroboy pull back small	15.00
Mask	5.00
Patches (5 kinds)	5.00
Pin (face)	5.00
Pin (figure)	5.00
Pin (flying)	5.00
Chubby Plastic 1" figure	5.00
Sticker Sheets (6 kinds)	ea. 2.50
Post Cards	ea. 2.50

Urusei Yatsura

Notebook	4.00
Posters (4 kinds)	ea. 10.00
Post Card set	3.00
Cut Out (2 kinds)	ea. 6.00
Cassette Index	4.00
Pencil Boards (4 kinds)	ea. 5.00
Pin (6 kinds)	ea. 5.00

BILLIKENS SOFT VINYL

Creature From the Black Lagoon	75.00
Frankenstein	75.00
Saucer Man	49.00
Gorilla (King Kong)	55.00
Toho Kong	60.00
Lazer Blast	49.00
Mecha Kong	69.00
Phantom of the Opera	125.00
Baltan Seijin	39.00
Godzilla	49.00

Ultraman

Mask Helmet	$ 19.00
Space Mammy (small) die cast	15.00
Space Mammy (large)	15.00
Ultra Seven Pocket Hero	8.00
Ultra Man & Ultra Seven (real type flesh color figure (12 kinds)	3.00
Ultraman Hanko Stamp Set (5 kinds)	ea. 2.00
Tube Eraser Pak	6.00
Ult. 80 Club Members Kit	12.00
Ultraman Ace (6" plastic figure)	6.00
Pikamon Monster Lights	10.00
Ultraman Magnet Paks (12/sheet)	ea. 1.50
Ultraman Pin	5.00
Ultra Kaiju Monsters (16 kinds)	ea. 8.00
Ultraman Soft Dolls 6" Ultra Seven, Taro, Zoffy, etc	ea. 8.00
Ultra Heroes Soft Doll Set	39.00
Kuru Kuru TV	24.00
Big Ultraman Soft Doll	24.00
Big Ultra Seven Soft Doll	34.00

Gundam

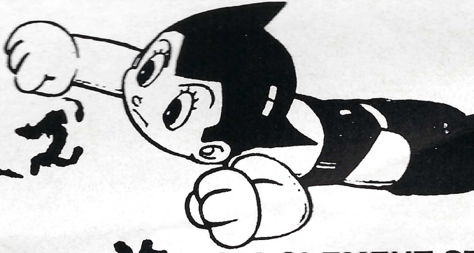
Panflet Book	8.00
Pencil Board	5.00
Cinema Book	18.00
ZZ Key Chain	6.00
ZZ Poster	10.00
Gundam Poster	10.00
Cut Outs (2 kinds)	ea. 6.00
Cassette Index	4.00

KAIYODO

Steracosaurus	49.00
Allosaurus (Gwanji)	59.00
Stegasaurus	55.00
Brontosaurus	75.00
Tyrranosaurus	75.00
Golgosaurus	49.00
Iczer I 1/12	40.00
Iczer II 1/2	40.00
Godzilla 1954 (vinyl)	60.00
Kenshiro II 1/8	50.00
Kenshiro 1/12	40.00
Kenshiro B Set	75.00
Kenshiro C Set	75.00
Daicon Girl standard	50.00
Daicon Girl deluxe	60.00
Jason (vinyl)	45.00
Queen	195.00
Mirrorman	25.00
Gaigan	30.00
Dunan Nuts 1/6	55.00
Dunan Nuts 1/12 resin	39.00
Kei 1/6 vinyl	75.00
Yuri 1/6 vinyl	75.00
Iczer 1 1/4	95.00
Miyu 1/6	85.00
Ranba Nom	29.00
Scopedog 1/35 resin	99.00

Prices do not include shipping or Sales Tax
Send two dollars for Complete Price List to:
Kimono My House • 1424 62nd Street * Emeryville CA 94608
(415) 654-4627

Hours: Usually Fri 1-6 and Sat 11-6 and by appointment.
CALL AHEAD!
We close for buying trips to Japan



✻ ***NEW LOCATION!*** ✻
OPEN DAILY IN SAN FRANCISCO

✻ **616 CLEMENT ST, SF**

SAN FRANCISCO SCIENCE FICTION

CONTENTS

ISSUE #8

6 DIRTY PAIR

In this issue, the second part to *Animag*'s big Dirty Pair spectacular, *Project Eden, Affair of Nolandia,* and the ten new OAVs from VAP Video are featured.

24 YOTODEN

Animag takes a look at this historically fictitious account of the torrid events leading to the assassination of one of history's most tyrannical yet venerated leaders, Nobunaga Oda.

OTHER FEATURES

3 ANIMATION UPDATE

INFORMATION ON:

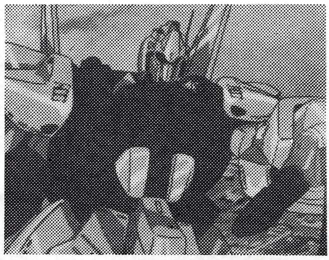
- Assemble Insert
- City Hunter 3
- Holy Machine Beast Saigard
- Hyperpsychic Geo Garaga
- Jungle Emperor
- Mobile Police Patlabor

30 PROJECT HADES ZEORYMER

The newest story from director Toshihiko Hirano (Fight! Iczer-1, Dangaio, Vampire Princess Miyu).

33 MOBILE SUIT ZETA GUNDAM

Episodes #37-40, in which Char exposes the atrocities of the Titans; Rosamia declares herself to be Camille's long-lost sister; and the AEUG discovers that Reccoa is working for the enemy.



17 FIVE STAR STORIES

In this issue, Animag is pleased to present Book Two, Clotho the Sleeping Witch.

40 MECHA FILE

One of the most most impressive mortar headds from the Five Star Stories world and the symbol of Amaterasu's forces, the Led Mirage.

42 PRODUCT WATCH

A brief overview on the importing of Japanese animation related merchandise.

44 WHO'S WHO

In Who's Who this issue, author Frederik L. Schodt talks about Go Nagai, author of Devilman and Mazinger Z.

46 ANIMATED PLASTIC

Building your first resin kit.

STAFF

Publisher
Jeffry Tibbetts

Assistant to the Publisher
Hilary Ayer

Editor
Trish Ledoux

Assistant Editor
Dana Kurtin
Toshifumi Yoshida

Production and Art Director
Michael Ebert

Design Assistants
Tony Del Grosso
Calivin Wade

Translators
Takayuki Karahashi
Andy Kim
Toshifumi Yoshida

Japanese Correspondence
Toshifumi Yoshida

Staff Writers
Tony Del Grosso
Takayuki Karahashi
James Teal
Yumiko Yamamoto
James Christiansen

Cover
Lela Dowling

Art on page 24
Schuloff Tam

Editorial Offices
ANIMAG
P.O. Box 7154
Berkeley, CA 94707

Subscription Address
ANIMAG
P.O. Box 23651
Oakland, CA 94623

Pacific Rim Publishing Company
Jeffry Tibbetts President
Executive Offices 3833 Lakeshore Avenue
Oakland, CA 94610

ANIMAG ISSN 014596860 is published bi-monthly by Pacific Rim Publishing Company. Subscription rates are $18.00 for six issues in U.S.A., APOs, and FPOs; $21.00 for six issues in Canada; $36.00 for six issues elsewhere via airmail. All payments must be made in U.S. funds drawn on account in U.S.A. or postal money order. POSTMASTER: Send address changes to ANIMAG, P.O. Box 23651, Oakland, CA 94623. ANIMAG is a publication of Pacific Rim Publishing Company. Printed in the U.S.A.,

copyright 1989 Pacific Rim Publishing Company, all rights reserved. The following copyrights and trademarks are property of their respective owners: Five Star Stories © Toys Press, Zeta Gundam © Sunrise, Yotoden © CIC Victor Video, Dirty Pair © Sunrise

Editorial Comments

The Rise of the Translating Writers

Translating is a tricky business. As editor of *Animag*, I am involved in articles from beginning to end, from assignment to editing. Often, I work with our translation staff in preparing drafts to be later rewritten into articles.

Because of this, I feel that I have a good understanding of the delicacy involved in adapting ideas from a foreign language and culture into our own. *Animag*'s translators make every effort to maintain the integrity of the original expression while conveying the essential meaning into English. I personally defy anyone to come up with a translation of *ahan* (the amazing, transforming *ahan* from Masamune Shirow's *Dominion* OAV) that won't send delicate-natured readers screaming into the hills.

Purists often complain that translations somehow diminish the original; I have yet to hear of an English-dubbed animated feature that everyone would agree was well done. I will admit that there have been more than a few abominations foisted on the public by well-meaning "translators."

I was curious as to what defined a translator, so I looked it up in my "big" dictionary. *The Random House Unabridged Dictionary of the English Language*, Second Edition, defines "translation" as "the rendering of something into another language or into one's own from another." The word is further defined by breaking the act of translating into three synonyms with subtle but definitely different meanings. "A **translation**," the dictionary reads, "is a rendering of the same ideas in a different language from the original: *a translation of Greek into English.*

"A **paraphrase** is a free rendering of the sense of a passage in other words, usually in the same language: *a paraphrase of a poem.*

"A **version** is a translation, especially of the Bible, or else an account of something illustrating a particular point of view: *the Douay version.*"

As everyone must be aware by now, translated Japanese manga is easily found these days in any comic store. Titles such as *Lone Wolf and Cub*, *Akira*, *Appleseed* and *Mai, the Psychic Girl* seem to be doing well, even though they only comprise a small fraction of the entire American comics market.

While perusing the staff lists of several comics, I was puzzled to note how many people are given "translated by" credits who do not, to the best of my knowledge, speak Japanese.

If we refer back to the definition of translation, a non-Japanese speaking person could not possibly manage the "rendering of something into another language," at least without the help of someone who *does* speak that other language. Why, then, is it so common to find non-Japanese speaking persons listed as translators? Has the profession of translator somehow become so glamorous that everyone is clamoring to join the ranks, justified or not?

The fact that I occasionally help with rough translation drafts for *Animag* does not make me a translator; it makes me a writer working with a translator.

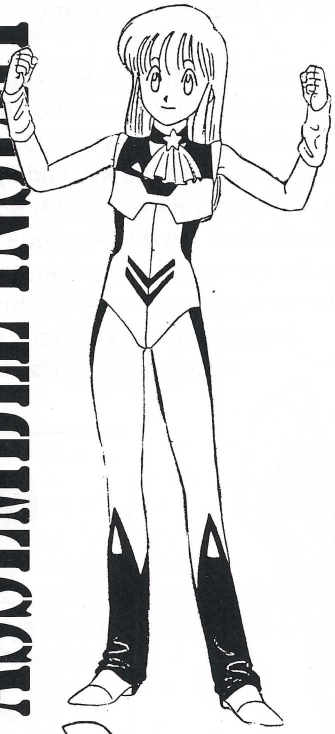
Perhaps those people working on English-translated manga would be more accurately called writers?

A tricky business, indeed.

Trish Ledoux
Editor

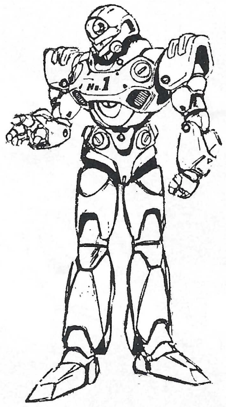
ANIMATION UPDATE

ASSEMBLE INSERT

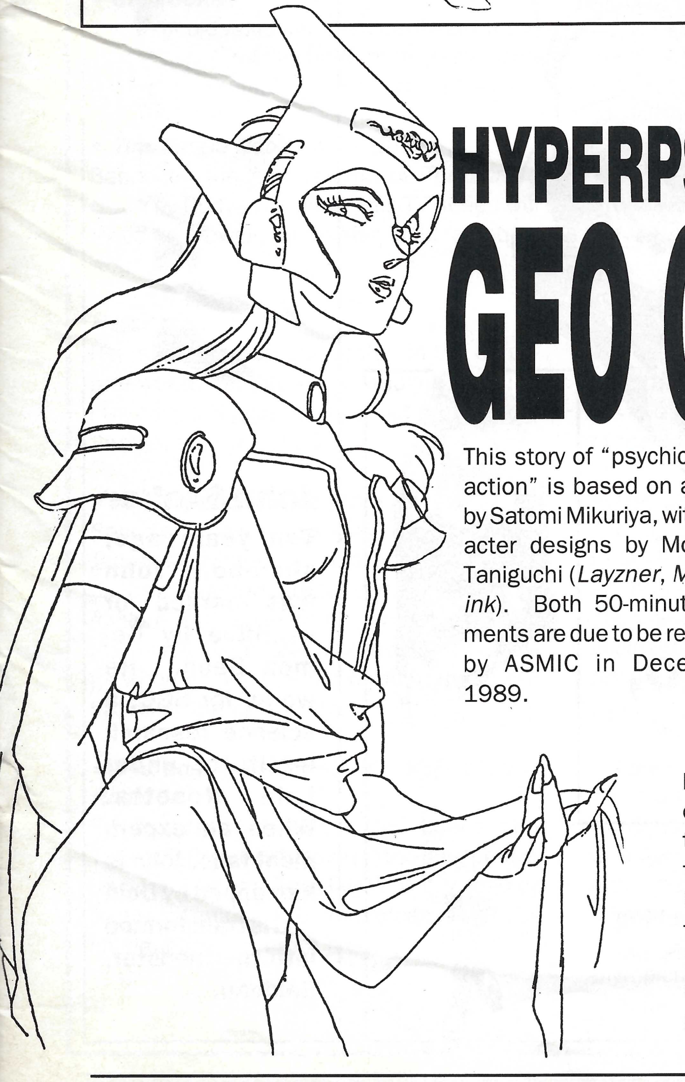


Assemble Insert, a science fiction/comedy, is scheduled to be released in two half-hour parts. The first volume is slated for release by Tohoku Shinsha in January, 1990. The series is directed by Ami Tomobuki; the script is by Mitsuro Shimada, character designs are by Masami Yuki, and mecha designs are by Yutaka Izubuchi. Masami Yuki is the author of the original story.

In Japan's near future, Tokyo is threatened by the mad scientist Kyosaburo Demon and his evil society Demon Seed, who carry out their master's commands using armed power suits. The Special Forces hold an audition for a soldier of justice and recruit Mallon Namikaze, a 14-year-old girl with superhuman powers.



HYPERPSYCHIC
GEO GARAGA



This story of "psychic battle action" is based on a novel by Satomi Mikuriya, with character designs by Moriyasu Taniguchi (*Layzner*, *Mellowlink*). Both 50-minute segments are due to be released by ASMIC in December, 1989.

In the 28th century of the solar calendar, mankind has expanded to the far reaches of the galaxy through the interstellar gate known as God's Ring. A cargo ship, Xebec, enters the gate only to crashland on an Earth-type planet where the people and their Queen are possessed of psychic/psionic powers.

THE NEW FALL LINE-UP

The fall television season has resulted in a number of new animation series being released in Japan. This month's Animation Update with give a brief overview of the newly programmed shows.

City Hunter 3

The infamous Ryo Saeba and his hammer-wielding partner Kaori are back for another season. The producers of the series, Sunrise, are giving Ryo a new outfit to compliment the minor image changes planned for the new episodes, designed to appeal to first-time viewers as well as dedicated fans. A main appeal of the third season is likely to be Ryo's "active," upgraded character and appearance. Another selling point is the Ryo-Kaori romance left hanging at the end of the second season. Although the romance is continued, the producers say, it will have a fresh start to make it appealing to new viewers.

Jungle Emperor

Osamu Tezuka's Mushi Productions have completed a remake of one of Japan's earliest and most famous animated television programs, *Jungle Emperor*, known in America as *Kimba the White Lion*.

The show has been on the back burner for some time, but is finally being completed in honor of Tezuka's memory.

Mobile Police Patlabor

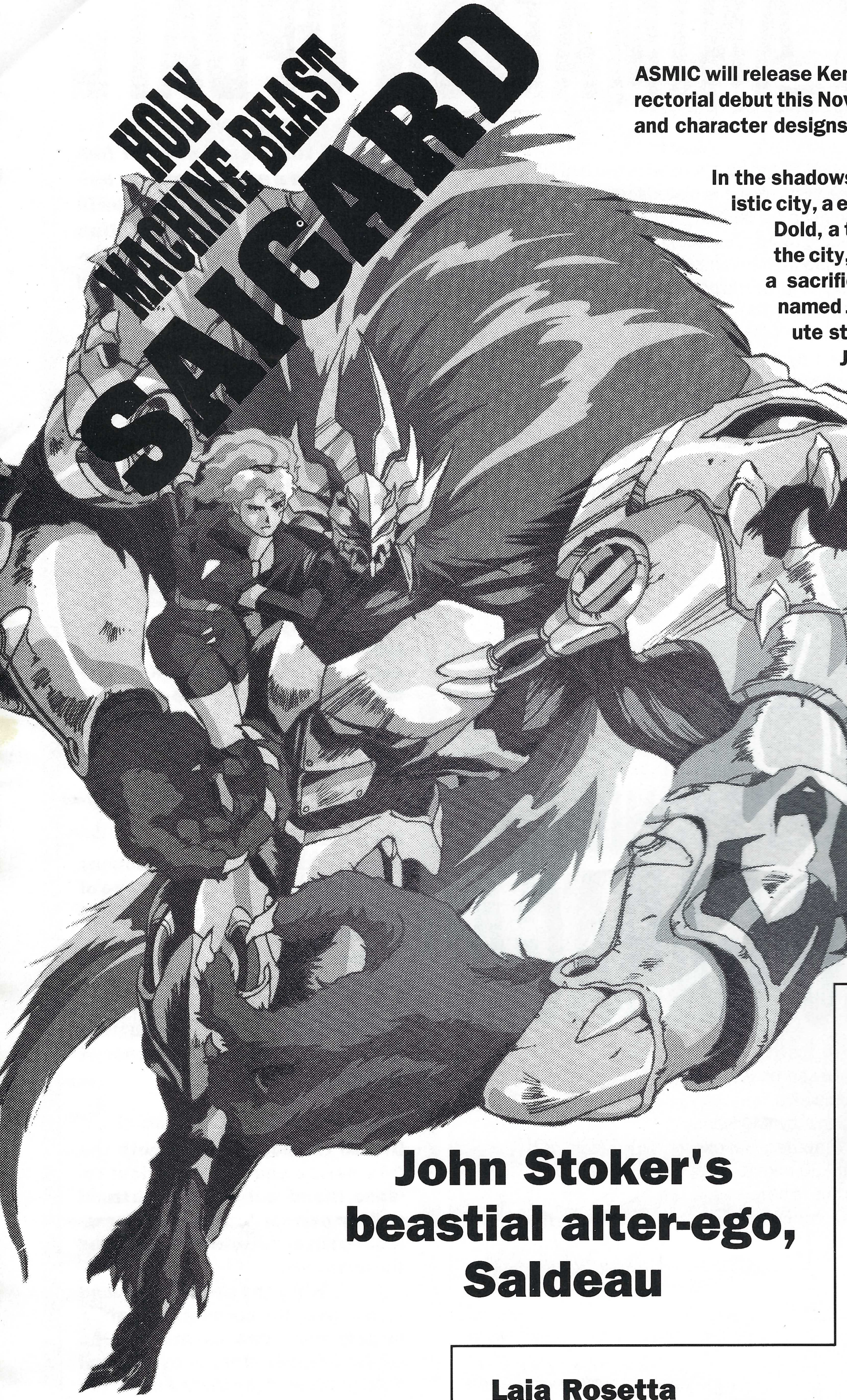
Due to the popularity of both the OAV series and the theatrical release, the adventures of Noah Izumi and her partner Azuma, in their patlabor police units, are now gracing the airwaves.

While the show is produced by Sunrise, the production staff is largely the same as that on the OAVs; original story is by Masumi Yuki (author of the *Ultra Superman R*manga), script is by Mamoru Ohino and Kazunori Ito, and character designs are by Yutaka Izubuchi (*Char's Counterattack*, *Dunbine*). Naoyuki Yoshinaga is the new director-in-chief.

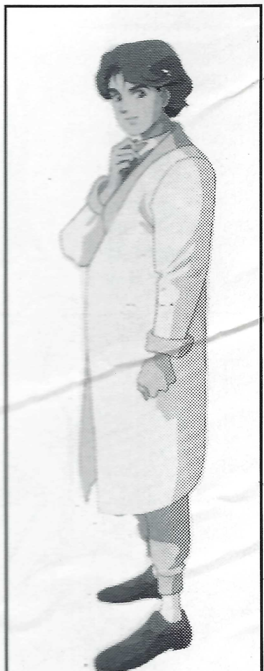
HOLY MACHINE BEAST SAIGARD

ASMIC will release Kenichi Onuki's (*Yotoden, Dragonar*) first directorial debut this November. *Saigard* is written by Riku Sanjo, and character designs are by Atsushi Yamagata.

In the shadows of Cyberwood, an ever-expanding futuristic city, a evil grows in a slum area known as Cancer. Dold, a terrorist cult with ambitions to overcome the city, plan to awaken the evil god Saldeau with a sacrifice. The unwilling victim/host body is named John Stoker. Onuki describes the 45-minute story as a futuristic *Frankenstein* in which John struggles against the fate of being turned into the very monster the terrorists want to sacrifice him to.

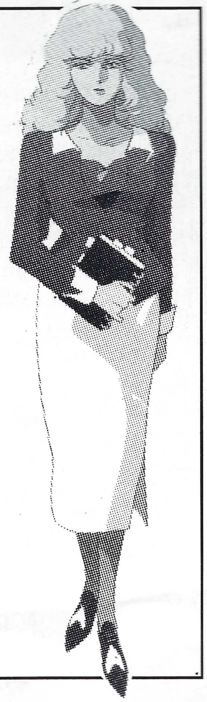


John Stoker's beastial alter-ego, Saldeau



John Stoker

Ten years ago, slum-born John was marked for sacrifice by Demon Seed. He works for SGC, a science research institute, under Laia Rosetta. When an experiment fails, John is kidnapped by Dold and is transformed into the monster, Saldeau.



Laia Rosetta

An employee of SGC researching a process to turn human life energy into physical energy.

ANIMATION UPDATE

Instead of the usual list of OAVs, this issue we'll feature the new shows in Japanese TV's new fall line-up.

• *Chimpui*
Chimpui is the prince from the planet Mal, although he looks more like a big mouse on Earth. He has chosen the Earth girl Eri Kasuga for his bride, but he must remain here until he can convince her to come to Mal. Not just an unwelcome visitor, Chimpui uses his powers of scientific magic to solve the problems of life on Earth.

• *Dash! Yonkuro*
The popular toy in Japan these days is the mini-yonku, a palm-size four-wheel drive battery car. Yonkuro Hinomaru and his mini-yonku team, the Dash Warriors, combine their talents to overcome numerous challenges as they race to win the World Mini-Yonku Championship.

• *Gaki Deka*
The shameless kid with the face of a grownup, dressed in detective uniform (a comic book anti-hero popular a decade ago) is back.

• *The Jungle Book: Mowgli*
Based on the first volume of *The Jungle Book* by Rudyard Kipling, this TV series will focus on Mowgli, the human child raised by wolves.

• *Kariage-kun*
Refusing to be an automaton in the corporate world, Kariage-kun is a rogue. His life is a daily struggle to break out of the mold through his cynical jokes.

• *The Legend of Momotaro*
Based on a popular role-playing game for the Japanese Nintendo video game machine, all the characters are taken from Japanese folklore in this heroic comedy. Fate turns the mischievous brat Momotaro into a savior when he rescues the world from the evil hands of the ogre army.

• *The Legion of Wrestlers: Holy Warrior Robin Jr.*
Evil hands of the Dark Cell Chaos and Taiyoki G-Ra are extending to the long-peaceful Solar System. The Holy Warriors, lead by Robin Jr., unite to stop the forces of G-Ra by challenging them to a pro-wrestling match.

• *Little Witch Sally*
A remake of the classical little witch story by Toei. The story begins where the last series ended. On the eve of her coronation as the Queen of the magical kingdom of Astria, Little Witch Sally learns that she will not be able to visit her friends on Earth if she becomes Queen.

• *Magical Hat-kun*
Hat-kun is the only boy in the world who can use the Magical Hat. He uses the Hat's powers to stop the evil Emperor Gual's demon forces.

• *New 20,000 Leagues Under the Sea*
Vaguely based on the Jules Verne novel, this series will feature two original characters, a boy and a girl, and their adventures in the world as it was known in the 19th century.

• *Parasol Henbei*
The story begins when Henbei, a resident of the fantastic Parasol world, is transported to the human world through a crash in the dimensions. He befriends the boy Megeru and assists him with his powers in the struggle for life in a cynical world.

• *Seton's Animal Tales*
Stories of nature based on *Wild Animals I Have Known* by E.T. Seton.

• *Tondeke-man!*
The adventures of Takeru and Miko, who are stranded in 13th century Bagdad due to a time machine accident. They use the powers of modern science to battle the invasion of the sorcerer's kingdom of Holazm.

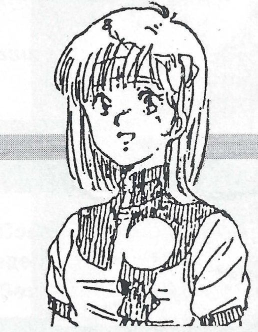
• *T.P. Bon*
The classical time patrol story as told by Fujiko Fujio-F (*Doraemon*). Bon Namihira is an ordinary junior high student until he becomes a T.P. member through a series of accidents. His mission is to rescue those people determined not to affect the outcome of history.

• *Yawara!*
Yawara Inokuma is a 16-year-old girl who wants to lead an ordinary life, but within her is a genius of judo that often surfaces to make her invincible. This is a tale of the dilemma between her grandfather's hopes to further polish her talent to take her to the Olympics and Yawara's wish to live an average life.

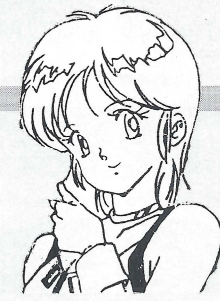
GunBuster and *Dangaio* to be Released in English-Language Versions

Good news for animation fans—in January of 1990, Books Nippan-affiliated U.S. Renditions will release English-language subtitled versions of the popular Japanese animation OAVs, *GunBuster* and *Dangaio*, at the unprecedented price of $34.95 each. Both videos feature exceptional animation with stories geared toward a more mature audience, and will be available in VHS format only.

***GunBuster*, Volume One, covers the adventures of two beautiful space pilot trainees, Noriko and her "big sister," Kazumi, and their conflicts with other trainees as they vie for the two top pilot positions. The video features original character designs by Haruhiko Mikimoto (*Macross, Orguss*).**



***Dangaio*, Part One, is the story of four psychic individuals who, having been stripped of their identities, must battle to escape slavery and rediscover their own lost identities. The video features direction and character designs by Toshihiro Hirano (Fight! Iczer-1, Megazone 23, *Vampire Princess Miyu*).**



If successful, U.S. Renditions has said that both *GunBuster* and *Dangaio* will be followed by further episodes, as well as other features throughout 1990.

DIRTY PAIR

Two fabulous female special agents on a collision course with adventure and mayhem, that's the Dirty Pair. A dynamic duo of capable young women, aptly code-named the Lovely Angels, on their way to solve your planetary or galactic problems with irresistible force.

The Dirty Pair have been on the scene for over ten years and have entries in the television, motion picture, and original animation video (OAV) markets.

Affair of Nolandia, the Pair's first OAV, was released in December of 1985. The video features new character designs by Keizo Shimizu as well as a new design for the Pair's spaceship, the *Lovely Angel*. The OAV is written by original author Haruko Takachiho and incorporates more of Takachiho's original ideas; the girls' clairvoyant powers and infamous bloody card (neither of which appeared in the television series) are a visible feature in this OAV. Masaharu Okuwaki is the director.

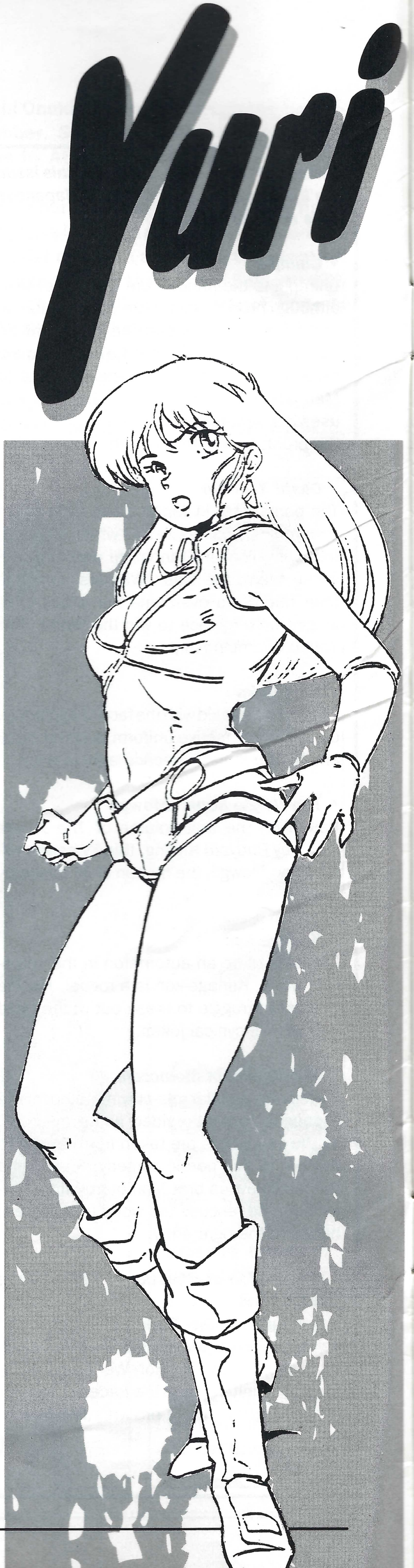
Unfortunately, *Affair of Nolandia* received a lukewarm reception from fans, many of who were dissatisfied with the new character designs. It was not until the release of *Project Eden* (also known as the *Dirty Pair Movie*) that the Dirty Pair achieved the popularity they enjoy today.

Project Eden, an 80-minute feature from Matsutake Film, was released in March of 1987. The film is directed by Koichi Mashita and features character designs by Tsukasa Dokite. The screenplay is written by Hakuhiro Hoshiyama.

Riding on the popularity the Pair has achieved since the days of the television series, VAP Video released a ten-volume OAV series beginning in December of 1987, with one two-episode, 50-minute installment released each month thereafter. Tsukasa Dokite is once again the character designer, and Katsuaki Tanidabu is the director.

Bandai has announced plans to release a 60-minute Dirty Pair video in January, 1990. It is said that character designs will not be changed.

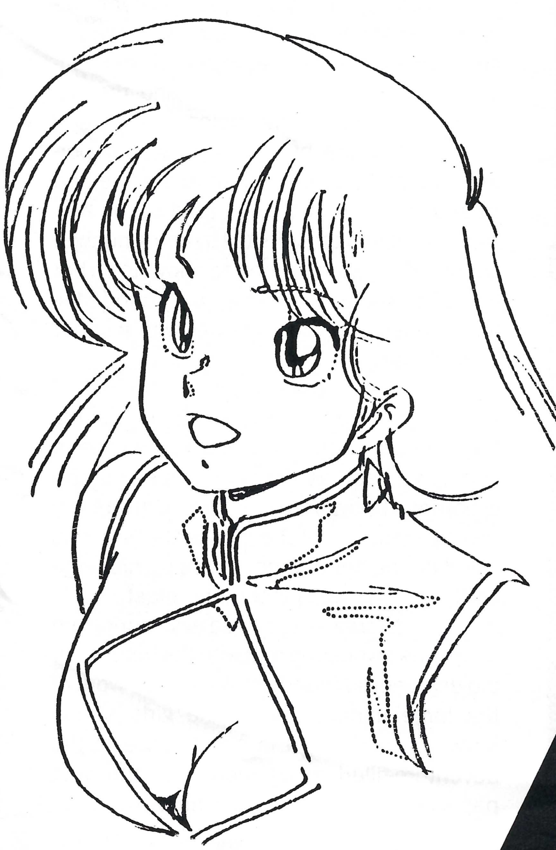
Just when you thought it was safe to go back into space.

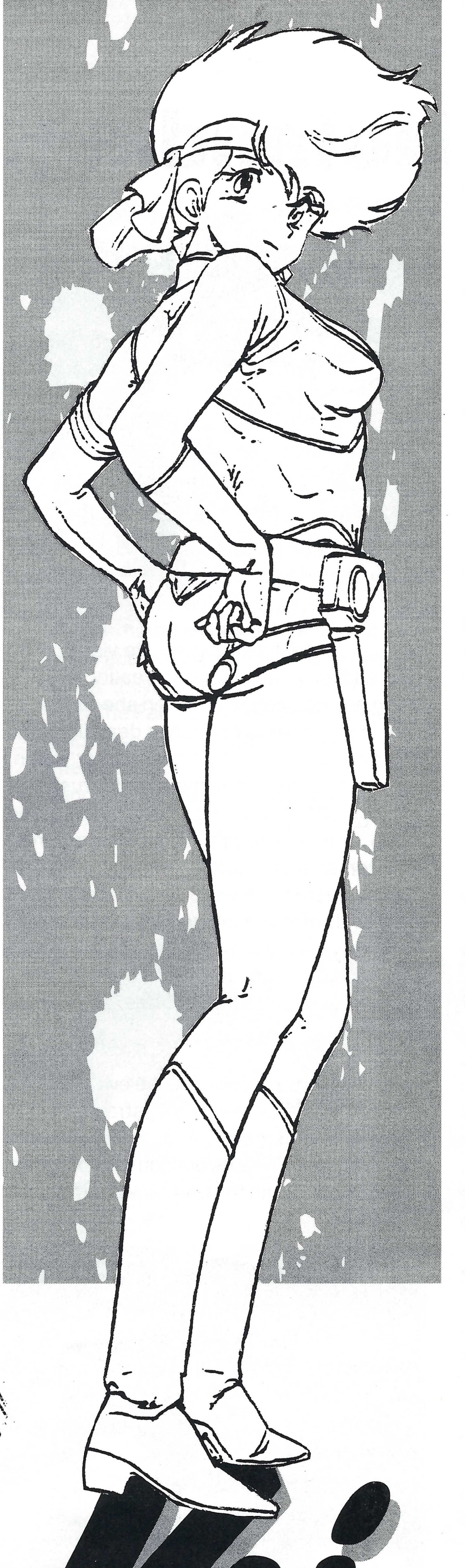


Planet of Birth	Yocha
Date of Birth	March 18, 2122
Age	19 (Earth years)
Height	168 cm
Weight	55 kg
Measurements	84-56-90
Hair	Black
Eyes	Hazel
Blood Type	A+
Education	Planet Mezuil University
Code Name	Lovely Angel
Code Number	234k
Civil Service No.	101161

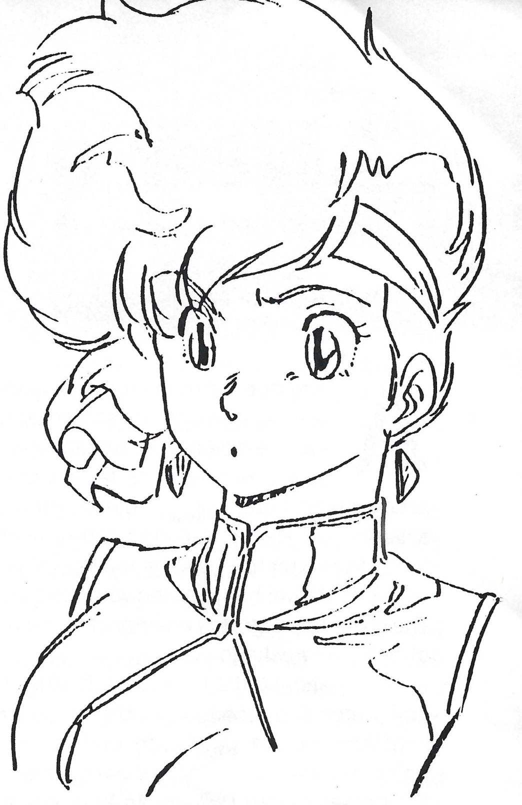
Like any good team, the Dirty Pair is composed of two distinctly different personalities. Yuri displays a more girlish demeanor than the tomboyish Kei, affecting frilly, feminine attire and an "approachable" attitude. Surprisingly, she dates less often. Long ago she had a childhood sweetheart named Billy Galet. Of the two, Yuri is less outgoing, although she can be provoked by the name "Dirty Pair" as easily as Kei. She is a crack shot and skilled in unarmed combat.

Yuri reads gossip magazines frequently. Her favorite color is lime-green.





Kei



Planet of Birth	Niogi
Date of Birth	November 27, 2122
Age	19 (Earth years)
Height	171 cm
Weight	57 kg
Measurements	85-57-91
Hair	Red
Eyes	Brown
Blood Type	A+
Education	Planet Mezuil University
Code Name	Lovely Angel
Code Number	234k
Civil Service No.	101761

Without doubt, Kei is the more outgoing of the Dirty Pair. Her fiery red hair matches her temper; she is usually the first to vote for action—*any* action—and has little patience for people who aren't as energetic as she is.

Like Yuri, Kei is an expert shot and highly skilled in unarmed combat. Both Kei and Yuri depend on their skills as sharpshooters to save the day . . . sometimes they depend *too* much, using firepower where tactics might perhaps be wiser.

Kei believes one can never try too hard when it comes to dating. Her obnoxiousness in pursuit of "handsomes" has landed the Pair in hot water more than once. However, despite a brief involvement with the thief Carson D. Carson (*Project Eden*), she has yet to enjoy a steady relationship.

Kei's favorite food is cheesecake.

Affair of Nolandia

Dirty Pair OAV Released 1985

Synopsis by
Jeff Okamoto and Eric Hedman

A sinister, deep voice encourages the young Misuni to use her power. As she begins to concentrate, a spacecraft landing far away on another planet carrying the fleeing research scientist Dr. Hakuji Kishida pitches wildly, trying to match the twisting images of runway that Misuni has created with her mind. The craft disintegrates on impact into a ball of flaming wreckage.

Aboard their spacecraft Kei and Yuri watch the recording of the crash and contemplate the destroyed craft's origin point and their next place of assignment—the mining planet Ukball. As Yuri reaches over to give Kei a hand up from her chair, the Pair slips into a strange pastoral vision of a blue lake and an unusual-looking young girl who turns to them as the vision fades.

They regain consciousness and Kei asks, "What was that?" A dumbfounded Yuri replies, "Uh . . . clairvoyance?"

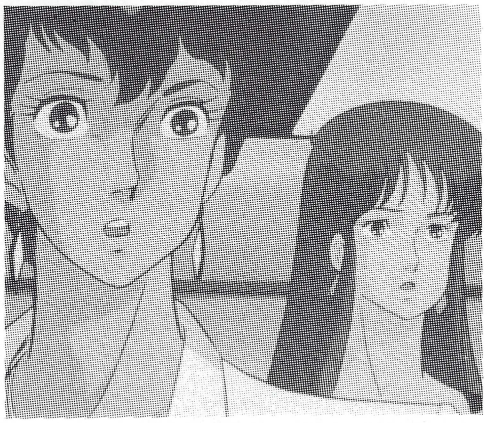
Back on Ukball, Connie Brighton answers her door assuming that it's Misuni. As she unbolts the door she is pushed back across the room and is brutally murdered by a huge man wielding a large energy weapon.

The Pair has landed the same evening on Ukball, and although Kei wants to go out in pursuit of male flesh, their attention is drawn by a wailing ambulance. At the scene Kei and Yuri recognize Connie Brighton as the woman they were to meet to take custody of Misuni.

The two are escorted at gun point to the local law enforcement official, Samara Gallon, who informs them in a none-too-friendly way that the young girl they seek has earlier stolen a small spacecraft and escaped to the south side of the planet to the only other habitable area on the world, the forest of Nolandia.

The girls follow their lead and upon nearing their destination lose control of the ship and crash in the forest. They continue on hover cycles and find the stolen horizontal take-off plane in a vertical position, as if it were placed there by a giant hand amongst the trees.

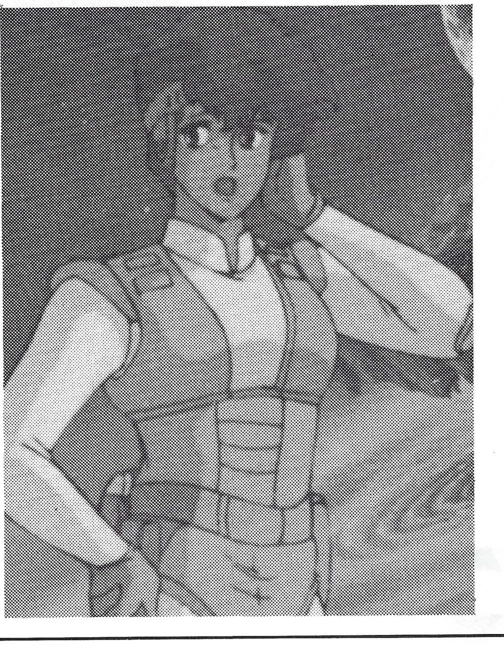
Mughi, the Pair's constant companion, notices a rustling in the bushes and flushes out a unicorn, which begins to walk back into the forest as it begins to rain.



Kei has a nightmare vision of an incredible nature in which reality and illusion are indiscernible. When she awakens, she finds all sorts of strange dead flora and fauna, just as she had seen in her vision, and is unsure whom she should trust.

That evening, back aboard the ship, Yuri's analysis of collected forest matter samples offers some strange results. There appears to be the existence of two kinds of mirror-image matter that should not exist according to modern scientific knowledge. Yuri hypothesizes that some kind of genetic tampering has been taking place.

The following morning, the duo discovers what appears to be evidence of a bloody battle between the strange forest creatures and men in armored battle suits as witnessed in Kei's previous vision. It appears Misuni had the creatures ward off the invaders.



They follow the unicorn they had seen before by its bloody footprints which lead to a strange and ancient set of ruins. Kei and Yuri follow the prints to the edge of a familiar lake and watch as Misuni appears to hug her horned friend and then vanishes, allowing the injured animal to sink beneath the waters.

The girls then begin to coax Misuni into coming and playing with them as they noisily engage in hide and seek and water-skiing. In the meantime, Samara Gallon is dispatched to stop the Pair from making any further progress with Misuni.

Kei and Yuri finally lure the frightened Misuni out of hiding by leaving two lumpy dolls for her to play with. Misuni comes out of hiding and when questioned about going home becomes enraged and begins to use her psionic powers.

Misuni is struck down immediately by an energy blast from above by a small craft carrying Samara Gallon and the bodyguard of the mining company executive, Director Olan. The bodyguard claims they shot the girl in defense of the Pair and quickly retreats back to the city with both Misuni's limp body and Samara Gallon in tow.

The *Lovely Angel* streaks into the stratosphere, apparently ending the Pair's involvement in the Nolandia Affair.

Later, Kei and Yuri break through the Director's office window, catching Olan and his bodyguard by surprise and confronting them with evidence of the two previous murders and the grotesque genetic manipulation responsible for Misuni and the unnatural creatures in the Nolandia forest.

Samara bursts in at an inopportune moment, allowing Olan to escape and Jules the bodyguard to be held off by Kei. Jules is shaken off Kei's tail by being pushed out the office window, only to show up on her trail after she and Samara have found Misuni and usurped Olan's power with a minor coup d'état.

Yuri chases Olan to the Ukball spaceport where a spacecraft awaits his timely escape. Both Kei and Yuri's chases come to a head as Kei finally wipes out the cybernetic bodyguard and Yuri, with a heavy revenge tack for all the innocents Olan has killed during her pursuit, blows up his large craft with one well-placed rifle blast.

Misuni, discovered alive during the coup, has awakened and with the help of her bio-engineered friends makes quick work of the large mining city as the girls streak skyward pondering the significance of the adventure-filled assignment and the vast paperwork looming on their horizon.

Project Eden

Dirty Pair Film Released 1987

Synopsis by
Yumiko Yamamoto

The woman—a gorgeous blonde in a dress slit to the hip, feet squeezed into a pair of fire-engine red heels. The location—a luxurious vacation resort ring, scene of a WWWA sting operation. The substance—the most precious in the universe . . . Vizorium, a rare metal that powers the hyperdrive engines vital to maintaining interstellar civilization.

The operation proceeds smoothly until Yuri misses her cue, encouraging the Vizorium thieves to overtake the woman in the dress . . . Kei, whose eyes widen momentarily as she catches sight of an escaping thief. Yuri finally arrives and the Pair makes short work of the remaining criminal.

Unfortunately, they don't pay attention to the bomb in the Vizorium case. It begins to detonate, sparking a chain reaction that begins the destruction of the entire, heavily populated, resort. The Pair watches from their craft, dismayed.

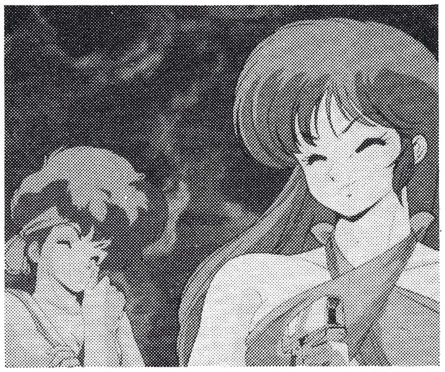
* * *

Kei and Yuri are sent on a brand-new assignment: settle the economic dispute between the rival factions of Edia and Urudasu, both connected with the mining of Vizorium on the Planet Agarna, both suspicious of the other. Several Urudasu experimentation plants have been destroyed and Edia is being blamed. Edia contacts the WWWA and asks for its intervention.

In the ravaged experimentation plant the Pair discusses the recent events with the production manager, who explains his own theories behind the attack. Unfortunately, the Pair accidentally renders the last remaining plant completely inoperable. Yuri later complains about the dirt in her hair.

After a brief scare with a mirror, they discover a bathtub and waste no time in undressing and jumping in. Kei meets her mystery thief once more, and this time she's covered in bubbles rather than a cocktail gown.

She introduces him to Yuri as Carson D. Carson, a petty thief with a speciality in rare metals. After a ingot of Vizorium falls from his pocket Carson has a difficult time convincing Kei and Yuri that he is not responsible for the Urudasu attacks. Yuri handcuffs him just in case.



As Kei bends down to pick up the ingot a monster's hand reaches up from below. Clad only in rags the Pair and Carson battle several of the horrific creatures and make a narrow escape with the aircar they parked earlier.

The Pair strips Carson of his clothes and fashions makeshift garments for themselves. Carson laughs at their ignorance of the case's finer details, but is quickly persuaded at gunpoint to share his knowledge.

Carson tells them about the mad scientist Professor Wattsman, who is responsible for the monsters and the Vizorium attacks. The Pair grudgingly agrees to work together with him for the length of the mission.

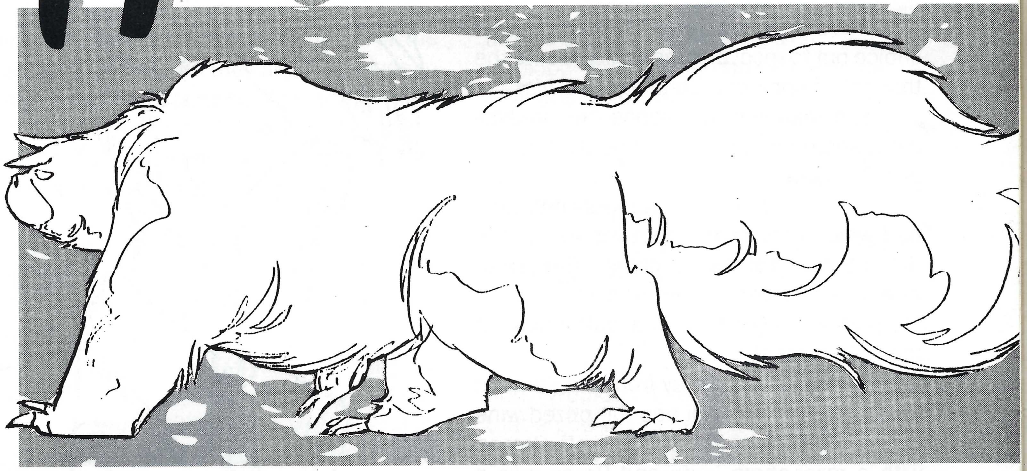
After landing the aircar they come across an electrical ion belt which Carson cleverly circumvents. Yuri notices Kei's growing attraction to Carson and shows her annoyance. Carson disappears into the distance and the Pair is left trying to find a way to follow him.

The trio is re-united by accidentally knocking him to the ground. Yuri jokingly cautions Kei not to fall in love with him as they leave him behind.

Yuri and Kei watch the Professor and his mad experiments unnoticed from above and are almost startled into dropping into the crazed Professor's lap by the sudden appearance of Carson.

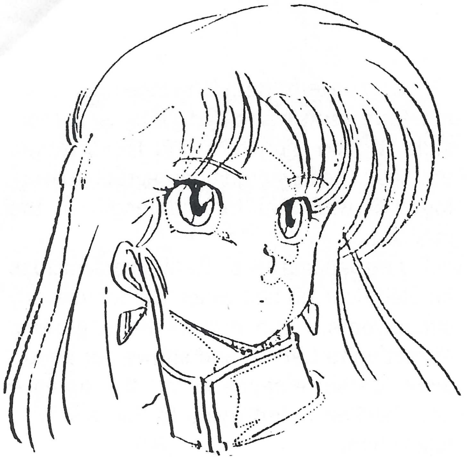
The trio eventually falls to the ground but only after the Professor has left the scene. Kei and Carson engage in fisticuffs over a minor misunderstanding and fall even deeper in love. Carson attempts to leave the Pair so they can all fulfill their mis-

Mughi



The character "Mugi" was originally designed for the *Dirty Pair* stories by author Takachiho as the last survivor of a planet of vicious, predatory and keenly intelligent cat-like creatures capable of controlling magnetic waves by means of antennae.

Later, for the television episodes, Mughi (Military Utility Genetic Higher Intelligence) is transformed into a creature specifically designed for the Pair, although he doesn't turn out quite as his designers intended. Mughi becomes a comical, oversized caricature that retains intelligence but is cute, too.



sions, but the ground suddenly dissolves under them and the three are dropped into a nightmare setting of the Professor's genetically engineered monsters.

The Professor notices the battle and runs screaming down the hall to his control room. Yuri is separated from Kei and Carson by an explosion.

Later, Kei dreams of herself and Carson and wakes to find both of them imprisoned. Soon they're pulled into separate areas for analysis. The Professor begins to speculate about samples and about Project E.D.E.N. (Environmental Displacement by Evolutionary Necessity). Elsewhere in the complex, Yuri searches for Kei.

The Professor's butler, Bruno, passes Carson's eyes with a wine of unequaled quality. Carson flashes back to a time when he attempted to steal that very wine.

Kei realizes that the reason Carson stayed in the complex was to recover the wine, General de Gaulle, bottled in 1945. The wine's vintage is said to grant victory to whoever drinks it. Kei berates him for such a foolish choice but Carson feels he has no choice but to recover it, as he can't bear the thought of someone stealing from *him.*

Yuri manages to escape her predicament and ends up in the same area as Kei and Carson.

Mughi sends in a remote-controlled pod which knocks the captives loose and disrupts the Professor's plans. They seize weapons and combat-armor systems from the pod and begin their final battle against the unholy creatures.

Carson breaks away from the Pair and follows Bruno who still has the prized wine in his possession. The two face off, Carson with a razor-sharp knife and Bruno with a paralyzer stick. They are evenly matched until Carson looks away for a moment. Bruno delivers a killing blow to Carson. Kei witnesses the injury and cries out, rushing to his side.

They exchange tender words. Carson spots a new group of monsters following and urges Kei and Yuri to leave. Kei leaves her combat armor with Carson for his final stand, and reluctantly departs.

He faces his death bravely; standing tall he drinks the General de Gaulle and says, "Good wine and a good woman . . . too good for a small-time thief like me."

Yuri activates the systems of her combat armor to provide the getaway to the *Lovely Angel*. On the way they encounter Professor Wattsman and Bruno. Kei is tempted to end the miserable life of the deranged scientist. Ignoring his pitiful pleas she severs the computer's connections to the planet instead, causing massive disruptions.

Kei looks miserably into the aftermath and mourns Carson . . . and sees the silhouette of a man near death but alive nevertheless—Carson! Kei, Yuri and Carson leave with Bruno and the Professor tied together.

The empty wine bottle is tossed carelessly over the side of the aircar and unfortunately manages to collide with the paralyzer stick that was implanted in the ground as a memoriam to Carson. It sparks a chain reaction all over the planet, causing the deaths of everyone there as the Professor's horrors are released upon the population at large.

The aircar flies into the horizon with the Professor exclaiming, "It's the dawn of a new race! It's the beginning of Eden! Bruno, next . . . space!"

"Again, Professor?"

Dirty Pair OAVs 1-10

Dirty Pair OAVs Released 1989

Synopses by Yumiko Yamamoto

Episode One

The Prisoners' Troublesome Revolt "We hate persistent people!"

Planet Palos—a mostly uninhabitable place due to the constantly violent atmospheric conditions except for one stabilized piece of land, floating on a cusion of air, which is utilized as a maximum-security prison, currently the scene of a massive breakout.

At World Welfare Work Association (WWWA) headquarters, Kei complains that it's her turn to do paperwork while Yuri, in Dr. Kueblestein's laboratory, flirts with his lab assistant. The Doctor asks, "How did my last invention work? It should have caused a big explosion."

"It exploded, all right—on us!" The Doctor sighs and hands her a new invention, a ring-laser able to cut through up to two meters of steel.

The Pair is called upon to rescue the warden of the maximum-security prison who has been taken hostage. It is imperative that he be rescued as he is a key witness for an upcoming trial.

The *Lovely Angel* docks with a marine battlecruiser orbiting the Planet Palos. The Pair attends a debriefing session with the space marines, who are mounting an attack upon the planet, even though they will conduct an independent operation.

Kei and Yuri "surf" to the prison upon the turbulent air currents. The marines provide an unintentional diversion by performing a frontal assault. The Pair easily infiltrates, locates, and secures the warden but before they can remove him to safety he escapes their custody, bent upon revenge against the prisoners, who have marred his heretofore-clean retirement slate.

Locked in the control room the warden begins the extermination of the prisoners using various automated security systems. The Pair is determined to recover the warden before the arrival of the marines, who can only complicate their task.

Kei attempts to blast down the door with her bazooka. "Must be two meters thick," she says. Yuri recalls the deadly ring-laser upon her finger and obliterates the prison door, along with a goodly portion of the control room. The warden is knocked unconscious by the force of the blast and is successfully transported away from the main complex.

In a transport cart, Kei, Yuri and the warden are being pursued by a persistent prisoner also bent on revenge. As Kei is unable to eliminate him Yuri decides to use the ring-laser once more. It misfires and causes a gigantic boulder to drop upon their pursuer.

Recovered and foolishly standing upright in the cart, the warden is knocked flat by a low overhead ceiling beam. He slumps back into the cart.

"At least we're taking him back alive," notes Kei.

Episode Two

"Don't involve us . . . . "
The Ultimate Halloween Party

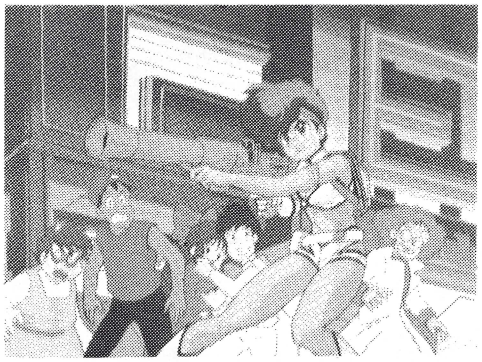
It's Halloween night in Elenore City. Several gangs in various outlandish costumes are planning crimes, unable to resist the fortunate convenience of the holiday.

Kei and Yuri look down upon the celebration in the streets from a rooftop stakeout. Kei is complaining of having to work on a holiday when they spot their target moving past them in a hovercar.

They fire up their flightpacks, pursue and board the suspect's car. Several shots are fired and cause the vehicle's controls to be damaged, nose-diving the craft into the ground.

From the crash site the Pair contacts Manager Gooley. He is incensed at their careless handling of the situation and is especially concerned about the vehicle's cargo.

"What cargo?" they ask, bewildered. Gooley goes into a frenzy and tells them that the suspect was heisting top-secret military hardware and that they had better check into the matter.



Kei and Yuri return to the site of the crash. They notice a large hole in the side of the craft that appears to have been made from the inside. The Pair is informed that the cargo consisted of an experimental piece of military hardware, a Tactical Robot Weapon, and must have been self-activated by the crash. The robot is currently unfinished and lacks the artificial skin which creates an illusion of humanity. Ideally it is designed to blend with a native population and gather information in enemy territory before initiating its lethally dangerous combat mode. The robot will transform exactly one hour after activation.

With all the costumed revelry going on in the city the robot has no difficulty in avoiding undue notice. When the Pair locates it Yuri tries to persuade it to come along peacefully. Kei mocks her for conversing with a machine and fires missiles at it from her bazooka. The robot, undamaged, manages to escape.

The robot leads Kei and Yuri on a merry chase throughout the city, incidentally foiling the various attempted crimes of the costumed crooks. As they finally manage to corner the robot atop a building and prepare for a final assault the clock strikes the hour—and the Tactical Robot Weapon enters its superlatively equipped combat mode. Fireworks from the Halloween celebration are initiated simultaneously, masking the events atop the roof.

In their attempts to destroy the robot the Pair destroys several buildings in the environs. The crowd cheers, thinking the commotion a part of the celebration. The Pair runs out of ammo without so much as scratching the robot. An unknown number of innocent civilians are killed in the destruction.

As a last resort Yuri secures a huge launch tube and packs it with the fireworks stored around them. The robot is destroyed in a blaze of glory as the crowd goes wild.

Kei and Yuri enjoy a drink after a hard day's work and idly wonder if the boss will be angry. "We did destroy a lot of things," remarks Yuri.

"At least we got the job done," says Kei. As the Pair prepares to enjoy the remainder of Halloween night, a paddy wagon filled with the outlandishly attired criminals speeds by. "Alice" (heading for a prison Wonderland) cries out:

"I *hate* Halloween!"

Episode Three

"We're not afraid of the wrath of God!"
The Challenge of God

Kei and Yuri arrive at Planet Hazaal to investigate the mysterious destruction of the city of New Haven and the deaths of the employees of the Jason Hughes Company who were mining the rare ore, Manium. Kei complains about the modest clothes they're obliged to wear because of the planet's strict religion.

Kei doubts aloud the validity of the god and draws the attention of everyone in the terminal. Yuri pulls her hastily aside and cautions her to watch her tongue, as everyone on the planet is religiously loyal to its one god.

Outside the terminal they notice that there are no rental vehicles and wonder how they're going to get to New Haven. Yuri manages to secure a ride with a good-looking young man who explains the basic nature of the religion and admits his doubts about the recent changes.

The man's neck snaps as his head makes a 270° turn, sending a crimson spray of blood through the cab of the truck. An ominous voice is heard over the truck's radio which warns the "blasphemous females" to leave the land as the driverless truck plummets over a cliff. The Pair escapes by means of their armlet/grappling hooks. Kei laments the death of such a handsome man and they walk the rest of the way.

They investigate the ruins of the city and wonder at the means of devastation. Wouldn't it be more likely, they think, that a god would send a storm of fire, or a great flood? The Pair runs closer to the sound of chanting and observes the torture of a Jason Hughes Company survivor, whom the Pair rescues.

The priest conducting the ritual shears a nearby building with power summoned by a prayer. The Pair eventually manages to stop the priest and soon, Yuri deduces that his power came from a transparent, radio-controlled razor-like object.

They return to the wounded man and discover rods of orichalcum (memory-metal) implanted in his body, which enabled the priest to invoke the spectacular "acts of God" seen earlier. The man tells the Pair that evidence proving the god false can be found in the space citadel orbiting the planet. To Kei's great dismay the man dies. She stands angrily and says, "We're going to go arrest this god! No one kills my handsomes!"

The Pair works their way into the shuttle traveling to the space citadel. The god reveals himself to the selected priests and announces the presence of two blasphemers. The stunned audience beholds the Pair in their "naked" uniforms as Yuri tells the god that he is under arrest.

The god encloses the Pair in a transparent container floating high above the ground and threatens to destroy them. Kei fires upon him, breaking his concentration, which causes them to drop to the ground.

The god chases them to a narrow catwalk above an energy storage center. Playing a hunch, the Pair opens fire on the batteries below. The god begins to weaken. The outer casing of the god disintegrates, exposing the human brain inside.

Kei contacts Mughi and tells him to bring the *Lovely Angel* for a pickup. The god cries, "I am undying!" and explodes. As the ship pulls away from the citadel Kei congratulates Mughi and Yuri remarks that the destruction wasn't too bad this time. Mughi points to the chaos on the surface and they remember a weather satellitedestroyed on a previous mission.

"Wasn't it a storm that lasted seven months and wiped out the entire population?"

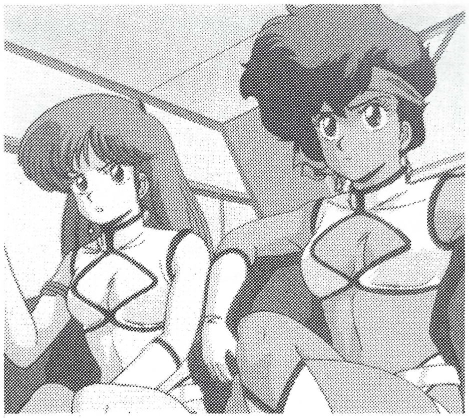
At WWWA headquarters, Gooley reaches for the antacid.

Episode Four

"So what if they're kids!"
Wargames Equal a Firing Squad?

Planet Amega—location of an energy research station which has just been hijacked by children of high-ranking officials. The Dirty Pair is called in to resolve the situation.

Kei wants to know why the WWWA is being involved in the case of children. It's because the station contains the Dimensional Vibration Destruction Cannon, explains Gooley, and if activated it will destroy the planet and most of the nearby galaxy.



The Pair arrives at the station confident and unworried. How much trouble can a few kids be? They're surprised to find out just how much trouble as they're greeted with machine guns, bazookas and automated defense systems. The Pair is also treated to the young boys' warm welcome as they're ridiculed and insulted. The leader, Mike, tells Kei that she's not going to get any boyfriends if she keeps yelling.

"I don't have any boyfriends because I choose not to have any!"

"Oh, is that what it is?" says Yuri innocently.

The captured administrator, by now decorated like a Christmas tree, warns the boys their parents won't let this go on forever.

"I know," says Mike. "This is the Dimensional Vibration Destruction Cannon! As long as we hold this, the military wouldn't dare attack us!" The forces outside the station ask for their demands. The boys begin to shout them over the loudspeaker, including a request for round-the-clock animation shows on TV. They advise the military to go up to their rooms and go to sleep.

Kei and Yuri enter the sewers beneath the station and make their way toward the control room. The boys spot their approach and send guardian robots to intercept.

The smallest boy walks too close to the administrator, who has managed to free himself, and is taken hostage. The little boy escapes by biting the man's ear and fires once at him in warning but soon loses control of the gun and begins to fire wildly throughout the room, accidentally activating the Cannon.

In the sewers the Pair is cornered by robots and escapes into the waters. They later emerge closer to the control room and receive a message that the problem has been solved and the mission aborted. Kei, unsatisfied, tells Mughi to tap into the military channels.

The administrator, who has escaped, is ordering the military snipers to kill the kids if necessary to stop the Cannon. Kei decides to continue the mission, hoping mainly to get even with them for their disrespect. The Pair has one half-hour before it's too late.

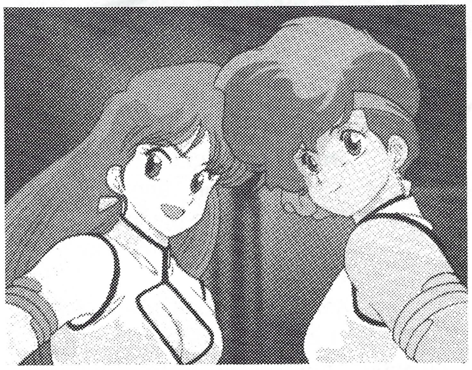
A firefight between Kei and Yuri and the boys begins with the Pair gaining control. They try to make the boys realize what's happening but they refuse to believe in the potentially lethal consequences.

"It's not a wargame anymore!" says Kei urgently. Mike accuses the Pair of setting up a trick. Kei snaps at them and calls him a fool. "If you can't believe the word of a woman who's putting her body on the line, then stop being a man!"

Mike confronts Kei and asks if they are really in danger. Kei lets him know the answer and then delivers an uppercut, knocking Mike unconscious. "I'll tell you one more thing," she says, "boys grow up into men by being tricked by women." Kei laughs, feeling much better.

As the administrator calls in the final assault the Pair calls that the crisis has been averted and the Destruction Cannon deactivated. "Please call us again!" says Kei.

Lovely Angel returns home while the Pair bandage each other's wounds.



Episode Five

And Then No One Played

The scene opens at casino station Shangri La. The main attraction is a game involving meteors launched onto a nearby star, Xanadu, while gamblers guess which sector the meteor will land in. A Chinese man smiles arrogantly and gathers in his piles of chips.

A WWWA video screen features this man smashing boulders with his bare hands. Li Sui Ryu is a worthy agent, in Gooley's opinion, by the fact that he's never submitted a single bill to be paid.

Out of 157 cases, all of them have been solved and he's never had to resort to firearms.

Kei wonders how he got hooked on Meteor. It seems Ryu went to Shangri La to investigate a case and never came back. The Pair's orders are to travel to Shangri La and return Ryu from the tables.

In space outside the casino, the Pair hides behind an asteroid connecting a control mechanism.

Back at the *Lovely Angel*, Kei makes plans to mingle on the casino floor while Yuri searches for evidence. At WWWA Headquarters, Gooley paces his office and wonders if everything will go all right. A secretary delivers a stack of invoices while Gooley cringes and curses.

At the tables, the dealer explains the rules. Kei places her bet and the computer selects the numbers on the asteroid grid. She suffers a few initial losses and is observed by casino security personnel via hidden camera. The size of her bets is noted by the owner.

Yuri skulks among the lower levels of the casino and complains that Kei always gets the good assignments.

Upstairs, Kei gleefully offers to loan Ryu chips from her by-now massive winnings. Yuri, downstairs, breaks into a room and finds a storage room with an unusual substance in a beaker.

Kei loses pleasure in her chips when Yuri one-ups Kei's splashy entrance. Yuri mentions the compound she discovered downstairs—axonohydroria—as Kei formulates a hypothesis.

Yuri directs Kei's attention to the casino owner and former bio-genetics researcher, Dr. Borkov, who created the artificial lifeform axonohydroria.

At the tables, Kei implements a plan to rack up stupendous wins using the remote control device they had installed earlier. Yuri shoots Kei poisonous glances while Ryu orders the casino to bring him all of his accumulated winnings.

"Can I be the dealer?" Kei asks. Yuri suggests they raise the stakes to one game, ten million credits each player.

Their table has an audience. Kei launches the asteroids.

"Zero!" The second asteroid impacts in the back, changing the number to a double zero . . . dealer takes all. Kei smiles winsomely.

"She cheated!" Yuri accuses Kei of using hyper waves which cause the amoeba-like axonohydroria lifeform to change into energy and detonate the asteroid before it impacts on the star, Xanadu's, surface.

The owner, overhearing Yuri's incriminating accusations, quiets her with a gun pointed at her back.

"They've figured us out, Borkov!" Kei cries, launching herself at the astonished figure. "We're through!"

Kei and Yuri are escorted from the casino by security guards as a scream of fury sounds from Ryu. Using the boulder-smashing technique seen earlier, Ryu strikes the gaming console as the Pair begins their attack.

Enraged, Ryu fells scores of casino employees. The mass driver begins to misfire, launching asteroids at a nearby inhabited planet. The majority of the planet is destroyed under the onslaught.

And then . . . no one played.

Episode Six

"Are you serious?"
The Seaside Surprise Wedding Panic

On the way to an investigation on the island of Sargilcor, Kei and Yuri enjoy the comforts of the large luxury liner. Yuri rebuffs the advances of a forward young man, who offers to escort her on her "studies" of the island's ruins.

Kei and Yuri's assignment is to find a counterfeiting factory suspected to be run by the Castino family and to recover a stolen computer disk containing currency minting information. There has been no word from an agent who recently infiltrated the island.

Yuri climbs a fence after being denied admittance and finds a marker left in the graveyard by the special agent. Several guards threaten her but the young man previously met on the luxury liner, Kyaline Castino, intervenes and later escorts her on a tour of the island.

Daline, Kyaline's older brother and heir to the family "business," orders a background check on this newest woman.

Kei is working undercover at a bar and spots Yuri walking dreamily with Kyaline. At an outdoor cafe, Kyaline tells her that the reason no outsiders are allowed in the church is that his father built it to hide his fortune after his death.

Kei interrupts, disguised as a flower peddler, and drags Yuri away for a hissed conference. "Dating *and* working? That's not fair!" Yuri tells Kei the target is the church and with an airy goodbye, walks to meet Kyaline.

Does Yuri mind that he's a gangster? he asks during a romp on the beach. Yuri says it doesn't matter and whispers something to him before they kiss.

At WWWA Headquarters, Gooley receives an emergency dispatch from Kei, urging everyone to attend Yuri's upcoming wedding. Madame Barr, a veteran trouble consultant, advises him to prepare for trouble.

Back on Sargilcor . . . Don, the head of the family, discusses Yuri. If she really is what Daline thinks she is, she's bound to reveal herself by the time of the wedding. Kyaline agrees to take care of her himself if this is so.

Kei greets the WWWA entourage, cautioning Gooley that they may be overheard.

Yuri formally thanks Madame Barr and Gooley for taking care of her up to now. Dr. Kueblestein rushes in and presents Yuri with a special flower corsage.

Kei, dressed as a nun, clubs a watching security monitor with a giant wooden cross. In one of the many viewscreens before her she notices a suspicious building and infiltrates the counterfeiting factory as Yuri begins her walk down the aisle.

Kei pounds outside a stained glass window to get Yuri's attention and crashes through. Yuri is covered by gunmen as they accuse her of being a spy.

Before Yuri can answer Kueblestein activates her corsage; under the cover of smoke, the entire WWWA party flees outside.

Kueblestein throws several grenades at the pursuing gunmen while Madame Barr throws one of the infamous "bloody cards." Kei returns the disk to Gooley but refuses to leave without Yuri. Gooley expresses a newfound admiration for the Dirty Pair.

Kei shoots the gun from Daline's hand as he urges Kyaline to finish Yuri. Yuri asks Kyaline to shoot her if he doubts her sincerity. Kyaline cannot shoot.

There are only three minutes left until the building explodes. Gangsters pile out of the church as an escape craft rises above with Kyaline, Yuri and Kei. The church explodes into flame.

"Won't you come with me?" Yuri asks him.

"No," he says, "I can't betray my family any more than I already have." He parachutes from the plane.

"What did you say to him when he said, 'I believe what you said to me'?" Kei asks.

"It's a secret."

"But were you serious?" Yuri only smiles.

Episode Seven

Revenge of the Muscle Lady "Is a woman's stubbornness the flower of the ring?"

The lights flash on the two combatants during an illegal caged wrestling match—Kei, in the green tights, and Mad Bull, a muscle-bound behemoth. None of Kei's usual moves work against Mad Bull, who entangles her in the heavy chains surrounding the ring.

Gooley briefs Kei and Yuri on something called "Hard Muscle," or "Hustle" for short, a new drug which unnaturally stimulates accelerated muscle development and causes psychotic behavior as a side effect. A former WWWA trainee, Sandra Guts (remembered by Kei and Yuri as "Sandra the Bully"), is the head of the syndicate that manufactures the drug. The Dirty Pair's assignment is to locate and destroy the Hustle factory.

Back to the ring and Kei hanging in chains. Yuri urges Kei over her earring-communicator to use her shock ring. Mad Bull falls over, unconscious, as Yuri exclaims in glee . . . the only one in the audience happy to see Mad Bull's defeat.

Kei waits in a bar for a contact and speaks in a low voice to Yuri over the communicator. Sandra Guts watches her via hidden camera and orders the relocation of the factory.

The bartender offers Kei a free glass of Hustle and advice on how to make even more money as a wrestler. Kei, blindfolded, willingly goes with several syndicate members as Yuri follows at distance from her surveillance point across the street.

Kei opens her eyes in a wrestling ring, Sandra descending from above.

"Welcome to our party, Kei!" Sandra says. "Since you're here, we're going to spend a lot of time with you." Sandra's initial attack knocks Kei across the ring.

"It's a trap!" Kei tells Yuri over the communicator. Yuri runs headlong from the automated defense systems, crashes through a rooftop window, and disables the guards watching the match via monitor.

"Why don't you kill me now," Kei says, "if you can." Sandra promises to let Kei rest easy after making an example of her.

Yuri uses a gas canister to render several guards unconscious and discovers that the factory has transformed into a giant rocket.

Kei escapes from the ring after Yuri's alert and is pursued by Sandra throughout the factory. Sandra has a personal grudge against the Dirty Pair because she was dropped from the WWWA training program during the final testings in favor of Kei and Yuri. She offers Kei a shot of Hustle to ease her pain and make herself strong. After Kei throws it in her face, Sandra knocks Kei out a window.

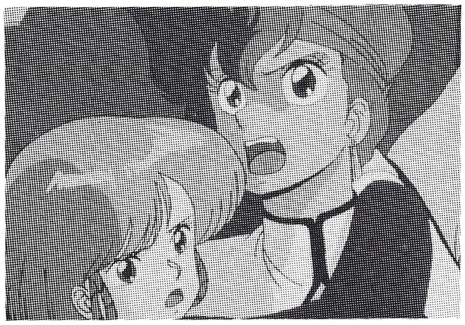
Kei falls several hundred feet before catching herself with a grappling device, but the abrupt stop dislocates her arm.

Yuri tries to stop the factory from moving by planting a bomb but before she can set it she is temporarily blinded. Kei swings into action and works with Yuri to detonate the device; Yuri holding and Kei guiding the gun.

The rocket explodes, the muscle lady falling to land at Kei and Yuri's feet for one last match. Some quick footwork tricks Sandra into plunging through a window to fall to her death.

"When she's under pressure, she loses sight of what's in front of her," Kei says.

"There are many types of simple-minded people," Yuri says. Kei loses her cool and chases Yuri off into the distance.



Episode Eight

"The girl is an older woman! Perfectly preserved!" Sleeping Beauty

The luxury liner *White Swan* is suddenly attacked by unknown forces. Before a harried man whisks a young girl from her cabin she watches a tiny object fall from the stuffed doll she is carrying.

After the man places the girl into a cold sleep capsule, he is shot by an unseen man and falls to the deck. The girl gasps, as if in recognition, before she is shot out into space.

On their way back from a distant mission, Kei and Yuri discover the capsule and return the girl to WWWA headquarters. The girl, still a child, still clutching her doll, is a link to a twenty-year-old mystery that even the famous Madame Barr was unable to solve—the sensational case of the *White Swan*.

Gooley orders the Dirty Pair to reopen the case. Kei whispers to Yuri that this is their chance to prove themselves.

Madame Barr's files reveal that during the *White Swan* tragedy, 832 people were gassed to death, one was shot, and one was missing but now is found . . . the child, Tia. Inscribed on the deck near the large blood stain left by Tia's father Professor Nea is the number 42731.

Kei tries to coax Tia into telling her about that night but Tia is uncommunicative. Yuri and Kei bring Tia to talk to her now-closest relative, Bill Jones, president of the J.C. Manufacturing Company.

"Do you know me?" he asks her as she cringes from him. "I'm your Uncle Bill!" Kei tells him they'll have to get back to him regarding his request for custody and takes Tia with her and Yuri back to the factory.

On their way back, Kei and Yuri decide to go to the scene of the crime. A surprise attack on their car almost knocks them off the road.

Once aboard the *White Swan*, Tia heads confidently toward her old stateroom and retrieves a small microchip from underneath a ledge. After watching Tia insert the chip into her doll and punch in a code to make it talk, the Pair uses Professor Nea's dying message to activate a recording.

"Papa!" Tia exclaims. The trio heads back to the *Lovely Angel* while listening to Gray Nea voice his suspicions about his assistant, Bill.

The *White Swan* rocks from an incoming attack that Mughi on the *Lovely Angel* was too busy napping to notice. "Somebody doesn't want us to hear this message," Yuri says.

Bill is confronted with the taped evidence and blanches as he recognizes his former employer's voice. He lunges to take Tia hostage, confesses to the murder of Tia's father and the usurpation of the factory, and leads the Pair on a wild chase. After fighting off several attacking robots, Kei and Yuri split into separate directions.

Kei confronts Bill and Tia on an elevated walkway suspended over a vat of phosphorescent chemicals. Bill disarms Kei, now possessed of only her multi-purpose arm band. At Kei's urging, Tia comes to Kei using an acrobatic move Kei performed during their initial discussion of the *White Swan* tragedy.

Kei snaps her arm band like a whip and causes Bill's gun to misfire, bringing down heavy piping and destroying the bridge. Kei clings to one side with Tia in one arm as Bill tries to hold on to the edge of the bridge, but falls to his death. As the bridge collapses, Yuri uses a rope to save Kei and Tia.

Back at WWWA headquarters, Gooley admits that his opinion of the Dirty Pair has improved . . . slightly. Kei worries over Tia's fate but Madame Barr says not to worry; she'll take care of Tia herself.

"I haven't grown old for nothing," she says with a smile.

Episode Nine

Red Eyes are the Signal of Hell "Pursue the Slaughter Squad!"

An eerie light shines from the infrared goggles of a five-man commando team as they waste no time in infiltrating and slaughtering an entire resistance camp. One man makes a last stand and fires, managing to injure one of the commandos before he's gunned down by heavy fire.

On the Pair's way to meet with the president at the nation's capital, a fatuously smiling old man steps out to greet Yuri, who ignores him.

"That's Matzoho, a lecherous weapons dealer. It's dangerous to let your guard down around him." When they turn their backs, Matzoho gooses them, laughing.

The president tells the Pair it's been thirty years since the beginning of the war, and recent peace talks between his forces and the rebels' have been interrupted by attacks from five mysterious commandos posing as the president's men. The Dirty Pair is asked to locate the commandos to convince the rebels that peace is truly desired.

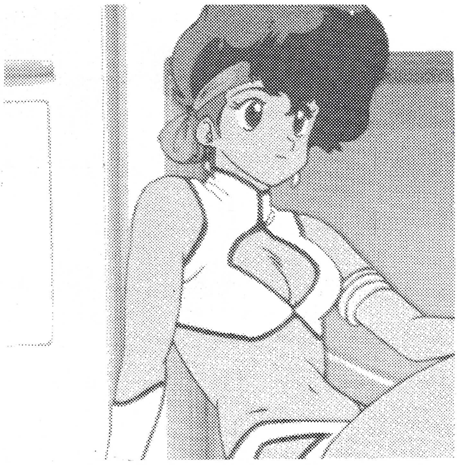
Kei and Yuri set off into the rebels' territory and are soon surrounded. The rebel leader accepts their credentials and provides them with a heavy escort into the jungle.

"There's obviously a third party that doesn't want the war to end," Yuri says.

In the jungle, a man clutching a family photo impacts on the hood of the escort vehicle and rolls to the side of the road. Kei recognizes him as one of the five.

As the man begins to talk the transport explodes behind them. Kei and Yuri take the man with them as they flee the pursuing four commandos.

Kei uses the rear-mounted gun but can't damage the pursuing tank. The getaway vehicle's malfunctioning missiles suddenly reactivate and launch, destroying the pursuing tank.



Back at the rebel headquarters, Matzoho sneaks up behind Kei and gooses her again. He tells Blast, the rebel leader, that his order will be filled as soon as possible and leaves.

Scans reveal that the captured commando is wired with a mind control device that makes him an automaton capable of obeying only one order at a time. The device is wired straight into the brain and is impossible to remove, so Yuri is volunteered to rewire the device so the commando can be interrogated.

The man's name is McMurphy, a soldier from the Waldtheim army, and he, like the other commandos, has been kidnapped. "I'm going to kill the man that did this," he says before collapsing.

The commando team mounts an assault against the rebel camp. Kei and Yuri move McMurphy to a bunker. McMurphy tells them Matzoho is responsible for the creation of the commando team and that he has sold weapons to both sides. Matzoho, McMurphy says, is a merchant of death.

"That filthy old man can't be forgiven," Kei says. Before Kei or Yuri can act, McMurphy borrows two grenades from a boy soldier and steps outside the bunker.

"Our purpose is not to kill children!" he yells before rushing two commandos into an explosive embrace. Kei and Yuri run after him.

A commando rises on a hill before them and aims his gun. Kei trains her sight on him when Yuri suddenly senses someone behind. She whirls around and opens fire on the second commando as Kei destroys the final soldier.

"One more thing left to do," Kei says.

In space, surrounded by a fleet of ships carrying his weapons, Matzoho gloats. He abruptly stops laughing as he spots Kei and Yuri, heavily armed, coming into sight from behind the *Lovely Angel*.

McMurphy's family photo drifts free and well-lit in the ensuing explosion.

Episode Ten

Bad Guys Need Not Say a Word "We're space truckers!"

During what seems to be a routine run, two truckers notice an incoming signal on the radar screen.

They barely have time to realize what's going on before their ship explodes.

In the bay of an independent space station, Kei and Yuri introduce themselves to the company's owner as two new freelance truckers. The Pair can't be dissuaded from continuing with the planned run even though there have been to date six deaths and four disappearances. It seems that the Universal Company, their rivals, are trying to force them out of the trucking business.

Kei and Yuri set off on their own, suspecting that the Universal Company wants the station for smuggling purposes. Matthew and Jade, the owner, pull up alongside and try to determine the Pair's true motives.

When the expected attack arrives, Matthew and Jade shift from their rig to the Pair's and watch in amazement as Kei and Yuri fend off the attack by themselves.

At the local sector's police station, the chief of police receives a call. "Mr. President? Who are they? I understand. I'll take care of it."

Back at the Pair's rig, Jade confesses to killing a man in self-defense during a fight fifteen years ago. He's been an anonymous patron to the deceased man's family since then, and in only eleven hours, the statute of limitations will run out and Jade will be free to leave his self-imposed exile.

The police contact them and demand they prepare for a cargo inspection. Kei and Yuri advise Jade to hide with Mughi in the cargo hold while they hold off the police.

Once aboard, the police plant illicit evidence and haul the Pair and Matthew off to the police station. Matthew informs them that he recognized the personal craft of the Universal Company's president.

The Pair uses a ruse to overwhelm their guards and escape their cell as the company president discusses his smuggling plans with the chief of police. If all of the routes in this sector can be controlled, the president says, there'll be no limit to their illegal activities.

"What—?" The Pair steps into the room and after announcing themselves as WWWA trouble consultants, accuses both the president and the chief of police of smuggling, murder, and other crimes. One of the chief's men causes a disturbance by punching Matthew and when the Pair turns to look, both of the accused make a break for it.

Kei and Yuri give chase down separate corridors, both pursued by armed police officers. They meet at a junction to follow the president and the chief of police into a large bay filled with even more armed and ready police officers.

They dive for cover and soon run out of ammunition. “Even if we tried to give up they wouldn’t let us,” Yuri says. Jade contacts Kei over her earring-communicator and announces he’s here to repay his debt to them.

The entire trucking fleet launches various cargo at the police station. In the commotion Kei and Yuri escape to secure two large portable cannons and then run to the launch bay.

Yuri prevents the president from boarding an escape craft while Kei fires and explodes the chief of police’s craft in the launch tube.

Back at the space station, Matthew urges Jade to run and hide from the two trouble consultants. But it’s too late.

“Thanks to your cheering section, the chief didn’t get away,” Yuri says. They refuse to arrest Jade, telling him there’s a ten-hour time adjustment after fifteen years between local Barun and galactic calendars and he’s now a free man.

The Pair congratulates themselves on doing a good deed until Mughi points out their miscalculation: according to galactic law, the time limit should have been figured using the galactic calendar after all.

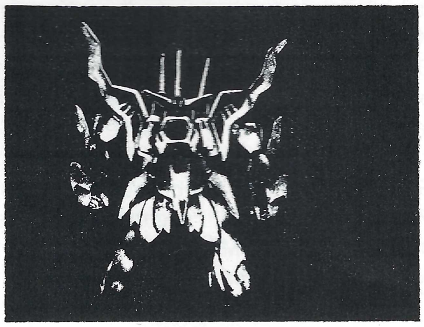
“Clumsy!” Kei yells.

“What, do you want to go back?”

“By the time we did, it really *would* be past the time limit!”

“You idiot!”

JAPANESE ANIMATION

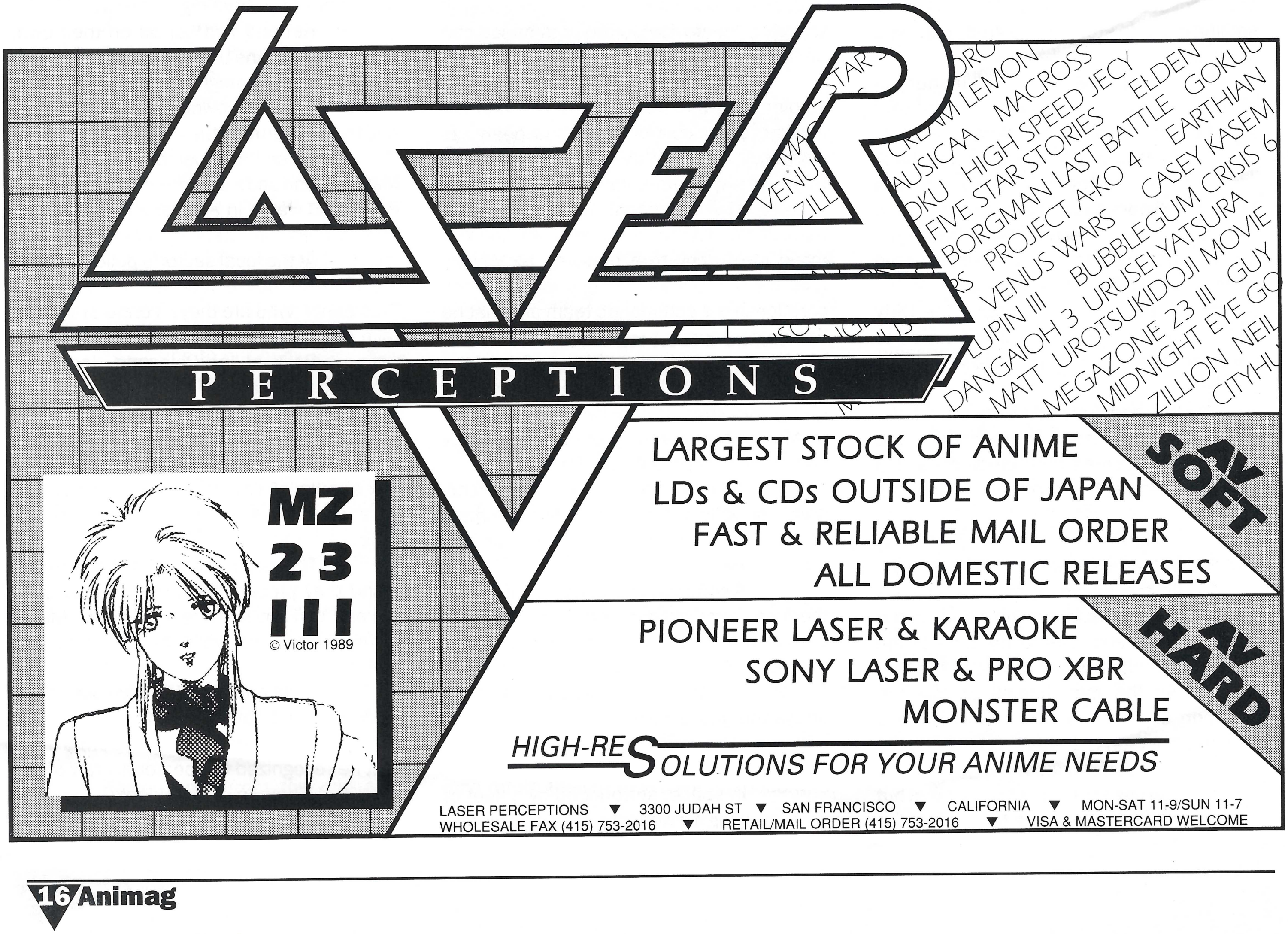


- Tape & Laser Disk
- Mail Order
- Large Selection (New & Old)
- New Releases:
  - The Venus War
  - The Five Star Stories
  - The Borgman -Last Battle

JAPAN VIDEO INC.

1737 Post Street
San Francisco, Calif. 94115

Tel:(415) 563-5220
Fax:(415) 563-5454



LASER
PERCEPTIONS
STAR S
ORO
CREAM LEMON
MAC
AUSICAA MACROSS
VENUS
OKU HIGH SPEED JECY
ZILL
FIVE STAR STORIES ELDEN
BORGMAN LAST BATTLE GOKUU
PROJECT A-KO 4 EARTHIAN
RS VENUS WARS CASEY KASEM
LUPIN III BUBBLEGUM CRISIS 6
DANGAIOH 3 URUSEI YATSURA
MATT UROTSUKIDOJI MOVIE
MEGAZONE 23 III GUY
MIDNIGHT EYE GO
ZILLION NEIL
CITYHU
MZ 23 III
© Victor 1989
AV SOFT
AV HARD

LARGEST STOCK OF ANIME
LDs & CDs OUTSIDE OF JAPAN
FAST & RELIABLE MAIL ORDER
ALL DOMESTIC RELEASES

PIONEER LASER & KARAOKE
SONY LASER & PRO XBR
MONSTER CABLE

HIGH-RES SOLUTIONS FOR YOUR ANIME NEEDS

LASER PERCEPTIONS ▼ 3300 JUDAH ST ▼ SAN FRANCISCO ▼ CALIFORNIA ▼ MON-SAT 11-9/SUN 11-7
WHOLESALE FAX (415) 753-2016 ▼ RETAIL/MAIL ORDER (415) 753-2016 ▼ VISA & MASTERCARD WELCOME

The Five Star Stories

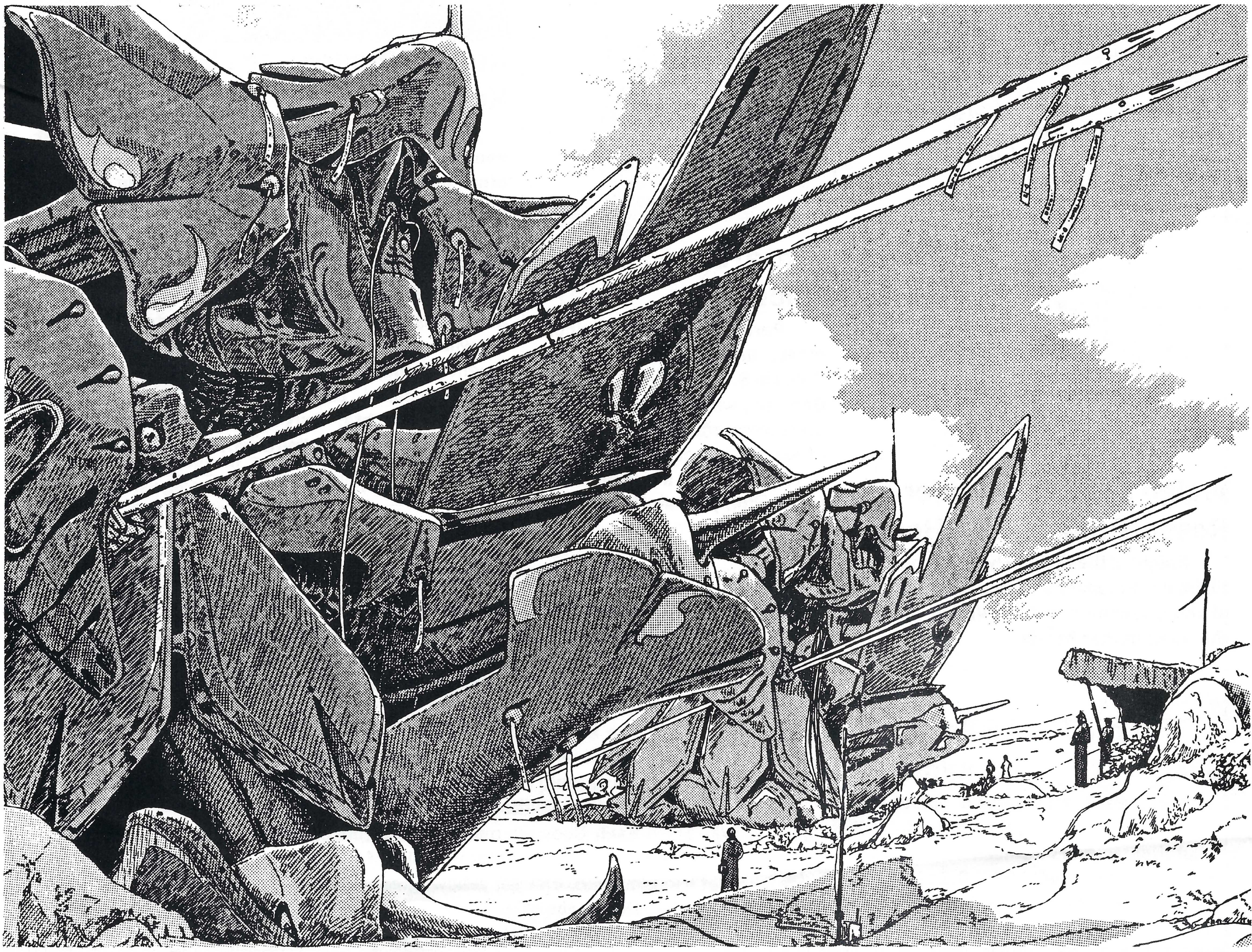
by James E. Christiansen

The popularity of *The Five Star Stories* can linked directly to the vitality of its creator, Mamoru Nagano. A man whose imagination knows no bounds. A man who creates plot twists and events that can never be too radical or outlandish.

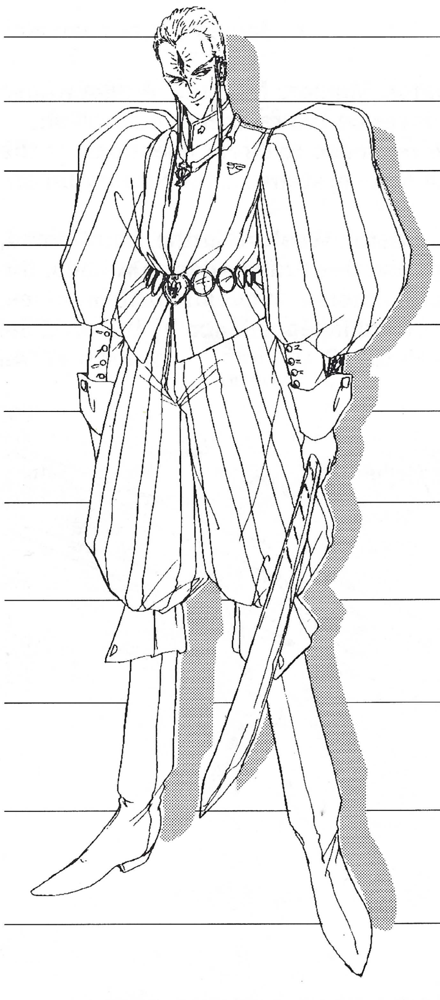
As Nagano is fond of saying, anything can happen in *F.S.S.* "Maybe," his favorite response to direct questions, is the essence of *F.S.S.* and change and diversity, mandated by the characters and world of the Joker systems, is the *Stories*' breath of life.

Within Nagano's romantic saga are the Joker Systems, a group of five star systems: Easter, Wester, Northe, Southerned, and Fortune. Also within the *Stories* is a reflection of one man known as a god: Amaterasu Des Grand Adas of Mikado, the God of Light. But beyond the pomp and circumstance, behind the veil of mysterious characters and questionable motives, what are *The Five Star Stories*? Are they a tale of interstellar conquest? A journey toward independence by the artificial lifeforms, the fatimas? One man's vision of the future and the path man's evolution will take? Or simply a love story? All this and more?

Maybe.

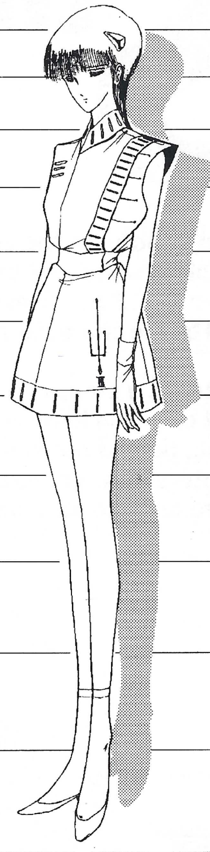


The Five Star S



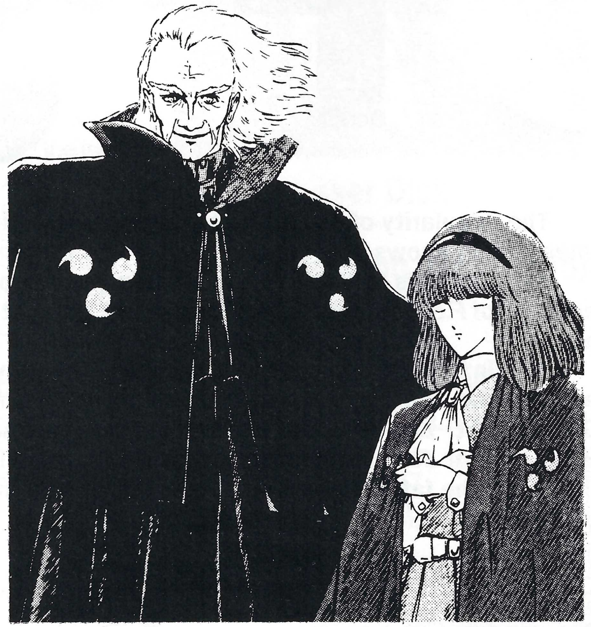
Vralgo Kentauri, Leader of Rossa, Boowrey Red Head

Knight of the Kneue Slytiss, Imperial Philmore, Kalamity Goderce, and leader of the Boowrey Knights. Vralgo pilots the Siren mortar headd.



Morard Fatima, Uricul

Partner to Colus III. Uricul meets and falls in love with Colus in S.C. 2957 on Kalamity Goderce, while the injured Colus is recuperating at the home of her creator, or "father." She is very shy with a submissive, yet playful, personality.

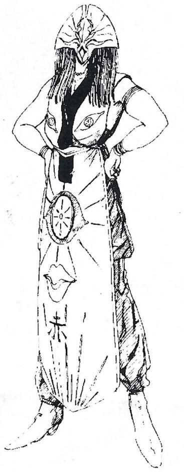


Roados Dragoon, the Second Black Knight

Also known as "The Holy Sword of Dimos." Dragoon is military advisor to the Trio De Colus and four other nations; he travels frequently within the Five Star Systems.

Morard Fatima, Est

Est was created at the same time as Vashu, the Black Knight. It is said that he who masters the fatima Est will be the next Black Knight, for Est and the Black Knight (Vashu) were created at the same time and are never separated. Est has previously been with five of the Black Knights: Sury Paridour, Roados Dragoon, Decors Weissmel, Buntline Gore, and Sir Grard Sydmian.



The Rainbow Boowrey

A sadistic mercenary force claiming to hail from Both, the Boowrey Knights are actually a covert terrorist group composed of the elite members of Philmore's Kneue Slytiss Knights (also known as the Seven Gods of Death, the Grim Reaper Squad of Both, or the Boowrey Mercenary Troops).

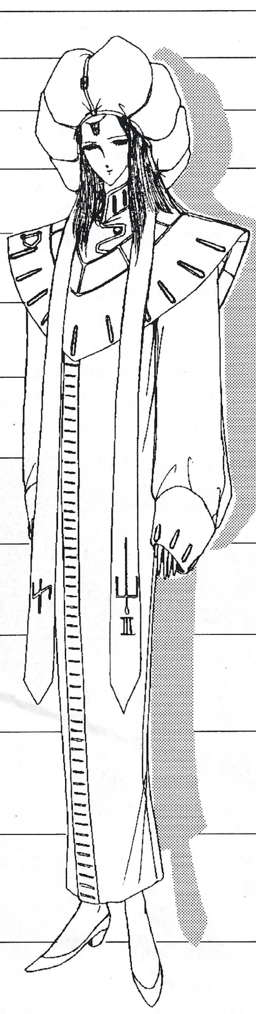
The Boowrey Knights have a reputation of being "dirty fighters" and are the masters of ground-based assaults. Unlike most knights the Boowrey regard fatimas as animals rather than people, and have little faith in their abilities.

Each Boowrey mortar headd (based on Philmore's Siren mortar headd) displays a different color of the spectrum corresponding to its knight: red, orange, yellow, green, aqua, blue, and purple.

During the reign of Lader VIII, the Boowrey Mercenary Troops are lead by Vralgo Kentauri, the Boowrey Red Head.

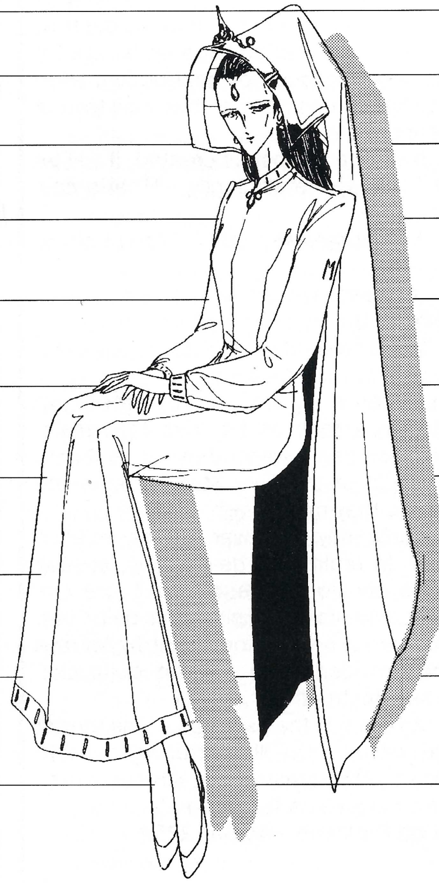
Stories Players

Trio De Colus



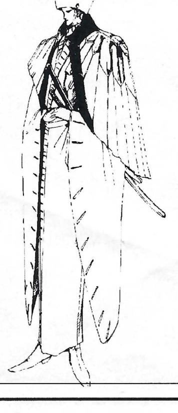
Elmelah Colus, Queen of Colus

The wife of Colus III and an avowed pacifist. She has given birth to two children by Colus III: Saylah and Colus IIII.



Lizart Meistner, Lady of Meistner

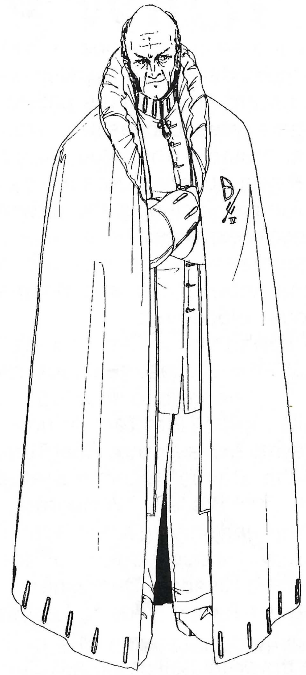
Leader of Meistner during the Colus-Hagooda war; the first female leader in Meistner's history. Of the Trio De Colus leaders, Lizart is the most practical.



Trio Temple Knights, Dynasty of Trio De Colus

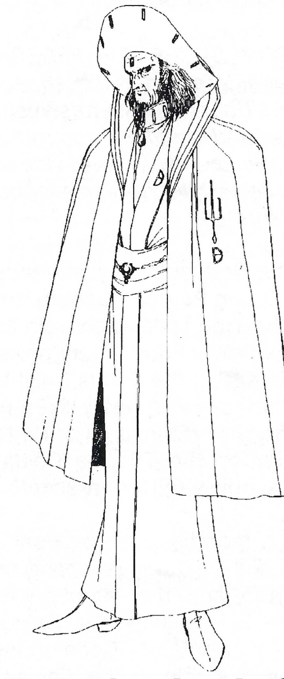
The Trio Knights consist of thirty-six knights with Ballanka and Meistner each supporting nine knights, Colus retaining the remaining eighteen.

The Knights maintain a policy of nonaggression and are the least warlike among the Joker Systems. Unlike the Boowrey Knights, whose violence extends to the animalistic treatment of fatimas, the Knights maintain a close bond with their partners and treat them with respect, as lovers and even wives.



Lowpus Ballanka, Lord of Ballanka

Leader of Ballanka during the Colus-Hagooda war; regent of the Trio De Colus until Colus IIII assumes power in S.C. 3020.



Trao Ballanka, Lord of Ballanka

Prince and military advisor during the Colus-Hagooda war. Trao meets Sharie Landers Krotenschwanz and instantly falls in love; in S.C. 2993 they are married. He succeeds his brother Lowpus Ballanka as King in S.C. 3021.

Prologue

In the swirling clouds 3,000 meters above the surface of Delta Belune, a prowler glides toward Amaterasu's palace carrying the Fatima Fates, Lachesis, to a rendezvous with her master. The aged Mirage Knight, Grant Raymu, briefs her on the situation at Float Temple, including the potential awkwardness of explaining her position as fatima to Amaterasu when the entirety of the Joker Systems know of her and Sopp's by-now notorious "elopement."

"I don't think we'll be seeing Sopp for awhile," Raymu jokes. "Besides, it would be a real riot if he were to show up . . . Ah! it's possible to see Float Temple now."

Raymu explains that Float Temple is an island on Delta Belune levitated 3,000 meters into the sky, supporting 70,000 personnel and serving as the administration and military headquarters of the A.K.D. (Amaterasu Kingdom Demesne).

"And," Raymu adds to Lachesis, "it's *your* castle."

In the great hall of the A.K.D., her entry is announced as "the princess, Lachesis." She is breathless, not by the incredible collection of nobles and headdliners assembled there, but by the sight of her master once again. They exchange greetings.

* * *

The official report for the Bustogne incident reads as follows:

REPORT BY THE TRAN FEDERATION
It has been determined that the ex-ruler of Bustogne, Uber Schloss, has mismanaged his charge and is guilty of committing many evil acts. Schloss was killed in the explosion of his air dory while trying to escape government agents.

In his first public appearance in ten years, Mission Routh, the fourteenth president of the Tran Federation, reinstated the Wataluma family into military power, along with their signet, the Rodds Knights.

In the following year, S.C. February, 2989, the United Kingdom of Hagooda declared war on the Trio De Colus due to problems between the respective ruling families.

Three months later, at Float Temple, Lachesis and Amaterasu exchange concerns over Clotho and the situation on Juno. Amaterasu tells Lachesis that Falk U. Rogner is currently at Kalamity Goderce investigating Kalamity's role in the Colus-Hagooda conflict. It seems that during April, powerful forces from Kalamity arrived in Hagooda. Amaterasu wonders why Hagooda, not a particularly powerful nation, has chosen to confront Colus, one of the most powerful nations in the Five Star Systems. He suspects that Kalamity is backing Hagooda's troops in the battle against Colus.

Amaterasu invites Lachesis to see his private mortar headd factory. Dominating the factory floor is the half-completed Jagt Mirage L, ten times as powerful as the A.K.D.'s standard mortar headd.

"Will it kill many people?" she asks. "Good people as well as bad people?"

Amaterasu gives a nonchalant reply. He explains that since the beginning of time, people have sought to create the ultimate weapon, rationalizing that such a weapon would save more lives than it would destroy. Amaterasu has created the Jagt Mirage for the express purpose of destruction, even though he realizes it will probably kill tens of thousands of people.

"If such a weapon is created, it will be used," he says fatalistically. "That's destiny."

"Are *fatimas* like that? Was *I* born to kill?"

Amaterasu witnesses the pain in Lachesis' face, the free-flowing tears.

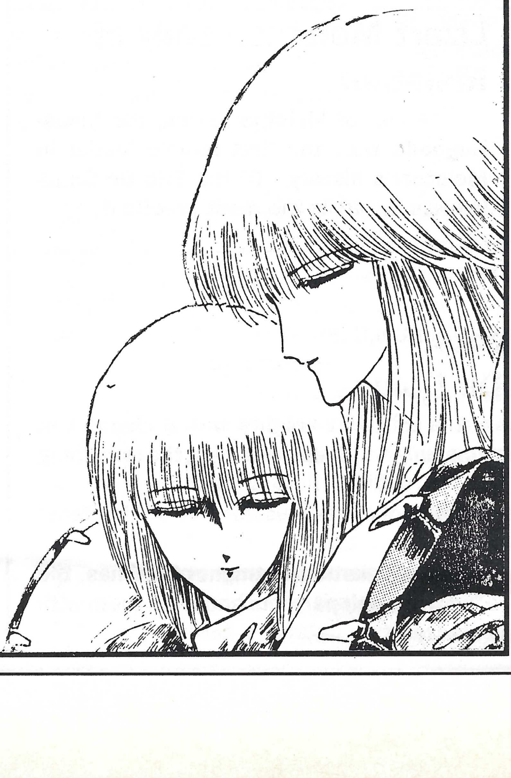
"Was I created to kill?" Lachesis asks, her voice trembling.

Lachesis' pain is reflected on Amaterasu's face as he tries to explain. "Civilization has advanced as far as it can. The people of the Five Star Systems are bored, so they make war!

"Some say that war makes science evolve. In reality it's *de-evolving*, costing valuable people and resources." He embraces Lachesis and explains his belief that fatimas are a new lifeform sent by Mitraya (divine providence) to prevent civilization from self-destruction.

And then, in the pale light of the mortar headd factory, the light tracing delicate shadows, Amaterasu says, "History from now on will give us that proof."

End Prologue—Addler 2988



Destiny Thre

Act I: Beyond the Limits of Time

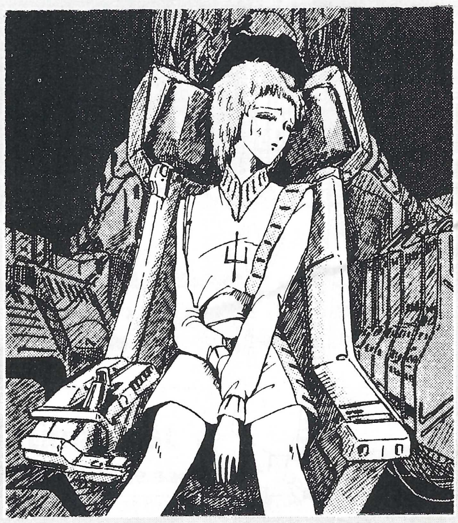
On a transport freighter returning from Carmanto, a weary crew grumbles about working conditions. The first officer worries about the crew's restless state, but the Captain counsels patience as they will be home in approximately twenty hours.

Suddenly, the proximity alert warnings sound as an unknown spaceship closes in, the two ships' shields intersecting.

"The Rainbow Boowrey!" the first mate screams. "The mark of the Grim Reapers of Both!"

"Weren't they reported missing after the Battle of Ansurino?" the Captain yells. "Where are they headed?"

"Can't tell from this position!" The Boowrey battleship speeds on without acknowledgment of the freighter's existence.



Ballanka province, Juno, S.C. 2989. Two mortar headds clash: the Trio De Colus' Berlin and the Maglow of the United Kingdoms of Hagooda. Poulurs Landers strikes the fatal blow to the Maglow, killing both headdliner and fatima but not without sustaining damage. Landers is missing his right arm and bleeding badly. His fatima, Iruma, is dead, the strain of the battle overwhelming.

Landers holds Iruma to his chest and opens a bottle of cognac. "We were going to drink this in our favorite pub in Tantolk," he says. "I was going to ask you to marry me then." Tasting the wine, seeing the damaged Maglow, the enemy's fatima splayed in death, Landers closes his eyes for the final time as Southerned comes to rest in the skies above.

* * *

I can see a young king
Guiding the Five Star Constellation to its ultimate destiny
Another god of light whom
Heaven has sent to us
VI, Colus VI, is your name

e Fates Book II Clotho, the Sleeping Witch

When another god soars to far away realms
Beyond the limits of time and
Raises yet another light of hope
I shall stay here and see all things through
I will remain here and await
The meeting of the three sisters
Which will happen in the year 7776
Only a short time away
Lasting only briefly, it will be
A mere one-second event
I will have waited only a moment, and
Upon opening my eyes
A period of no more than 7777 years
Will have passed.

Enigma at Jarth

Prince Trao of Ballanka demands more support for his troops, but the mortar headd factory workers report that they will require at least two more days to prepare the fifty units. While the mortar headds are being built, the workers petition, could Berlins from the Trio Knights be requisitioned? Trao expresses disbelief that Ballanka has exhausted its resources so soon and must now ask the Trio Knights for reinforcements.

In the war room, a messenger notifies Lizart Meistner that no new activity has been spotted but that mysterious mortar headds have been sighted amongst Hagooda forces. Lady Meistner comments that if troops and supplies continue to be depleted at this rate the conflict may soon become a war of only headdliners.

Colus III invites Clotho to join him in his study. Aware of her aversion to violence he puts aside his project, the design of a new weapon. Colus expresses regret that he cannot give Clotho a tour of his nation, and after inquiring on his wife's treatment of Clotho, suggests she visit Dr. Ballanche or perhaps her sister Lachesis on Delta Belune to avoid potential conflict.

"How could Colus know where Lachesis is?" Clotho wonders.

Colus' reply is enigmatic. Only a few people can draw a spud faster than he, and during the time he rescued Clotho on Addler, there were *two* such persons.

"My lord," Clotho says, "Sopp's . . . . "

"But that's another matter." Colus suggests again that she leave Juno but Clotho feels she must remain. Colus thanks her for her courage and mentions the mortar headd that the Colus family has been constructing for the past thirty years. When he first saw Clotho, Colus says, he thought of this mortar headd for her. Although it is not yet completed, the mortar headd has a name—Junchoon, the symbol of Juno.

Moving outside, Clotho asks Colus why he was in the city of Betruka. "Same reason as you," Colus says. "Looking for Morard.

"Dr. Morard Carbyte . . . I met him almost thirty-two years ago . . . . "

The Tale of Colus III

"I was a college exchange student on Kalamity in the town of Marutara, which is near the border of Sumansa. My father asked if I would deliver a message to Dr. Morard Carbyte. It was only ten kilometers away, he said, but he neglected to tell me that it was ten kilometers over two mountains."

* * *

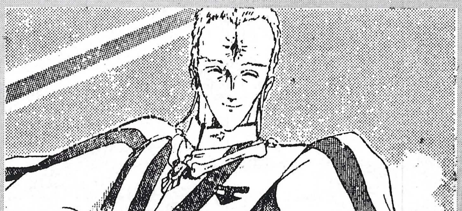
A young Colus III finishes off his lunch beside a majestic waterfall. Examining his map he realizes that Morard's house is very near Sumansa's border and that given the terrain, the trip will take until nightfall. "Thanks a lot, Dad," he mumbles.

Colus stops suddenly as he senses someone following. After uttering a warning he attempts to outdistance his pursuer and when that fails, fires two throwlancers. The overconfident Colus assumes he has lost his pursuer, and does not see the darkened figure clutching the two spent weapons and laughing.

Colus climbs a small bluff and spies a group of mortar headds—among them two Three-Eyed Sirens of the Philmore Kingdom's Kneue Slytiss Knights. Curious why Sirens are so far from home, Colus creeps closer for a better look.

Vralgo Kentauri greets him courteously and informs him that he has crossed the border into Sumansa, and that the area is out of bounds for him.

Colus explains that he was collecting rocks and exceeded the border by accident. Kentauri, still the generous host, states that there does seem to be a wealth of good fossils in the area, but he should leave now and return home. Colus thanks the knight and hurriedly prepares to leave.

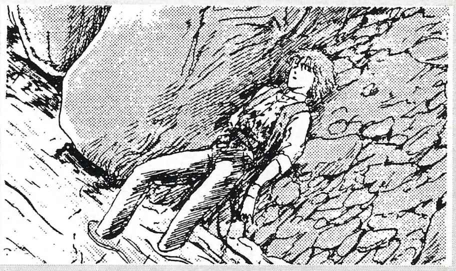


With one blinding slice Kentauri draws a neatly widening gash into the young prince's abdomen, all the while maintaining a courteous smile. Colus reels back, plummeting from the bluff into a deep gorge. Kentauri watches him and wonders if perhaps he did not step into the cut enough. A rustling sound in a nearby bush distracts him.

"Just a bird," Kentauri decides, failing to notice a graceful pair of legs hidden behind the bushes.

At the bottom of the gorge, Colus fatalistically chastises his own lack of finesse. A stern voice—"You're a knight. Aren't you going to stand up?"

Colus comes unsteadily to his feet. He hears a peculiar sound as his intestines begin to spill from his abdominal cavity. Colus' face pales, his vision blurs, and he passes out.



He awakens to find himself suspended in liquid, in a fatima maturation bed. He sees a hazy figure when he opens his eyes. The figure bids him to sleep a little more. "It will take seventy-two hours for you to heal." Even though it is a small mountain college, the voice says, the medical facilities here are better than most hospitals.

"I am Dr. Morard Carbyte, my lord."

Upon Colus' recovery one week later, Morard informs him that most people would require two months to recover from such a severe injury but Colus should be able to move about in three days. Colus apologizes for the imposition placed upon Morard as Roados Dragoon, the second Black Knight, cuts in.

"Good! You *are* a child of a king. I really didn't think you'd stand up." Est, Morard Fatima to the Black Knight, chides him for his teasing.

Later that day, " . . . and so, you saw a Siren. You were lucky; if they had known you were a knight, it would have gone a lot worse for you." Dragoon remarks that an attack upon a prince of Colus would have provoked an international incident. Colus admits to carelessness in exceeding the border, and says that he has no intention of reporting the incident.

From his description, Dragoon assumes that Colus was wounded by the famous Kneue Slytiss Knight, Vralgo Kentauri, a master of *iaijitsu* (Japanese quick-draw sword technique).

Dragoon briefs the young Colus on the intricacies of Philmore's government, cautioning Colus to take care in his dealings with Kalamity.

The presence of the enemy Sirens in the area gives Morard motivation to leave the area so he agrees to travel with Dragoon to Bustogne, the home of Morard's lifelong rival—Dr. Chroma Ballanche. All his life, Morard explains, he has been trying to stay one step ahead of Dr. Ballanche in meisterimg. But now, Morard has a surprise.

Dragoon interrupts to tell the young Colus that he did not happen upon him that day but rather, someone else told him of his location. Morard then introduces his newest creation, the fatima Uricul.

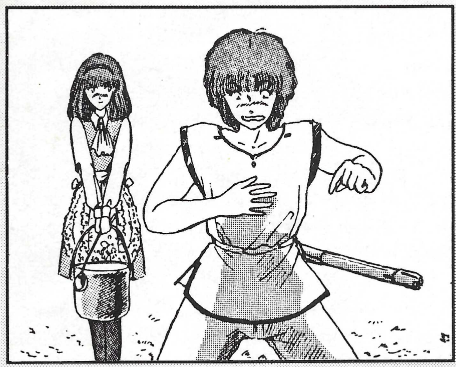
The demure Uricul tearfully extends her hands to present Colus with his two throwlancers. Morard sent Uricul to meet Colus and escort him to the estate, but she decided to play a stalking game with Colus. "But she stayed by your bedside until you woke up," he adds.

Colus bids Uricul to keep the throwlancers and assumes all responsibility for his injury while staring into Uricul's eyes.

The group—Morard, Dragoon, Est, Colus and Uricul—eat a picnic lunch. Morard compliments Colus' abilities as well as his constitution and adds that Est's old clothes suit the young prince well.

"What? This is a girl's smock?" squawks Colus.

"The underwear, too," Est adds meekly.



Some time later, Morard and Dragoon prepare to leave Kalamity via Racoo spaceport. Overseeing the loading of his dory, Dragoon is surprised to find out from Morard the extent of Dr. Ballanche's poor health. Morard suspects that Ballanche is prolonging his own life with the use of heavy drugs and feels that it would be best if he were near Ballanche, just in case.

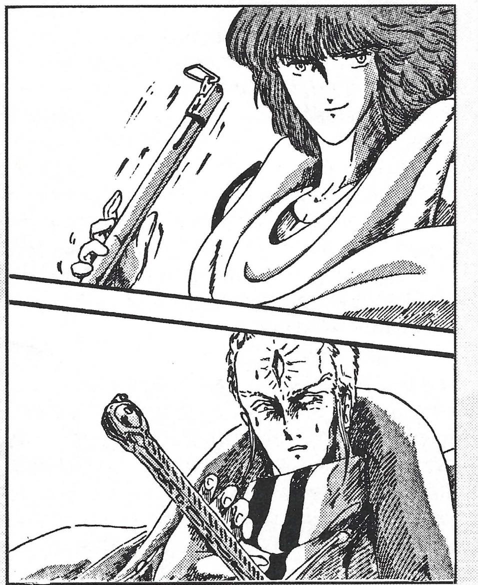
Inside the dory, Colus and Uricul behold an amazing sight.

"So this is the famous mortar headd, the Black Knight" he exclaims. "This is the first time I've seen the real thing. It's magnificent!" Colus spots a familiar presence across the spaceport and excuses himself to confront Vralgo Kentauri.

"Thank you for the previous day," Colus says with a straight face. Kentauri turns unfazed to regard a boy he thought dead and cautions one of his men not to interfere.

"So, you really are a knight. What are you going to do to me, my lord?" says Kentauri sarcastically. Colus refuses to be baited, smiling politely and in a blur of movement, cuts the Philmore crest clasp from Kentauri's cape. Bowing, Colus excuses himself and returns to Dragoon's party. Morard and Uricul beam with pride as Kentauri, fingering the clasp, keeps his thoughts to himself.

Colus asks a favor of Dragoon. Since he is young and inexperienced, Colus asks if he may be allowed to accompany Dragoon for awhile in his travels, adding emphatically that he will not get into his way like he did this time.



"Well, I don't know," Dragoon says thoughtfully. "What do you think, Est?"

"It makes me happy."

"Then it's decided," interrupts Morard, grinning. Pushing an embarrassed Uricul forward, he urges Colus to take her with him and use her as he will.

Colus is concerned over the lack of a proper ceremony, but Morard assures him it is unnecessary. Uricul looks up to meet Colus' eyes. "Don't you like me, master?"

"This is going to be a very eventful journey," laughs Dragoon heartily.

* * *

"And so, Clotho, this is how I met Dr. Morard and Roados Dragoon. I then traveled with Dragoon for six years throughout the Joker System."

The Mystery of No. 42

Amaterasu, Lachesis, Aisha Codante and her fatima Alecto are enjoying a quiet moment within the palace.

"It seems that the Grim Reapers of Both are active once again," says Aisha. She adds that many countries seem to have sensed an upset in the delicate political balance; Amaterasu comments that if Colus weakens, Juno will become vulnerable. Aisha doesn't think that there is cause for concern, but Amaterasu disagrees, feeling an obligation toward the Colus family for the incident in Bustogne.

A disapproving look from Aisha brings Amaterasu up short. "Oh, don't worry, I'm not going out this time," he says reassuringly, adding sweetly, "I wouldn't cause any trouble for my beloved Aisha, would I?"

Aisha refuses to be soothed and says that if Amaterasu really meant what he was saying, he'd prove it to her—by taking her out to dinner, sending her presents, or attacking her in her bedchambers. Amaterasu quickly changes the subject by asking a flustered Lachesis if her sister Atrophos will be coming back soon.

With a pained look, Lachesis explains that Atrophos won't be coming back because she hates Dr. Ballanche. Amaterasu emphathizes, saying, "She has the same soul as we human beings. As a fatima, that must be very hard on her.

"Clotho and Lachesis have Colus III and myself . . . . " Suddenly Amaterasu is inspired to ask, "Lachesis, what number are you?"

After a moment's thought, Lachesis indicates that she is No. 44. Amaterasu quickly runs through the Ballanche fatimas in his mind: *Clotho is No. 45, Atrophos is No. 43, Alecto is No. 39 . . . .*

Aisha's face suddenly lights in understanding.

Viewlard's Megaella is No. 40, Lord Land's Tisphone is No. 41 . . . and No. 42 is unaccounted for. Amaterasu stares into the skies and says, "I wonder who it is?"

The Grim Reapers of Both

At the military camp of the Trio army, the local Air Barrel division commander confers with his colleague from the ground troops. He mentions that a squad has secured their supply lines near the Alaya river, and that the division needs a Berlin soon because the Kilayula sent by Lalays is almost exhausted.

They are interrupted by a fresh soldier reporting in, Sergeant Crime Loosa, with reinforcements. The troops rejoice.

Sergeant Crime comments on the freshness of his new tank. His tank mates laugh, saying that even though it's new, it still doesn't work very well; a tank is no match for a mortar headd.

Long-range scanners pick up a single target approaching the camp. Battle stations are sounded. The Atoki encampment is the largest concentrated force in Ballanka, and some soldiers question the enemy's sanity in attacking.

The air around the tanks begins to crackle with electricity, a certain sign of imminent teleport. The Boowrey, mortar headd of the infamous Rainbow Boowrey, appears and the unit commander screams for a retreat. Running at full speed backward, a tank slams into the teleport field of an incoming unit. Seeing the Boowrey's terrifying profile, the soldier realizes that they are not being attacked by the expected Hagooda Maglows, but before he can report his tank is destroyed.

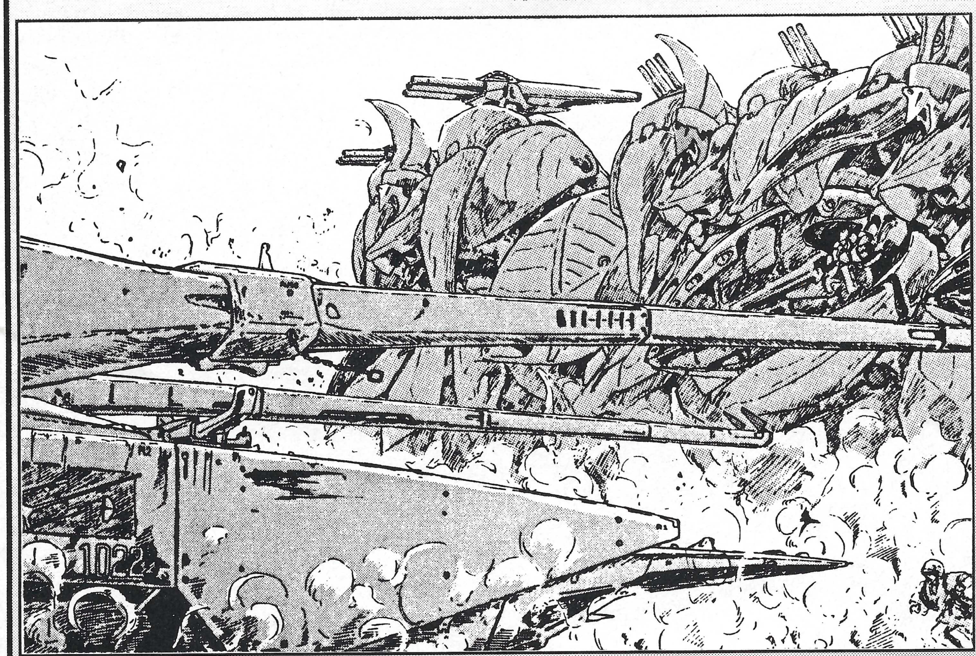
A second group of Boowreys teleport into the Trio encampment. The entire tank division opens fire to little effect. Simultaneous fire from the Boowrey's power launchers obliterates the entire division in a matter of seconds. Their work completed, the Boowrey teleport out with only the twisted remains of the Ballanka tank forces to show they had been there.

"This is Boowrey Red Head, Hagooda, do you copy? Advance your troops!"

"Roger, this is Hagooda, understood and appreciate your help. The Queen is pleased!"

The Hagooda armored division pours over into Ballanka territory. With their front lines broken, the forces of Colus are forced to retreat.

On this day, fourteen mortar headds and 25% of their land is lost to Hagooda. Part of Meistner and most of Ballanka is gone.



Back at Colus headquarters in Jarth, the Colus war council considers their situation. King Lowpus of Ballanka is against sending in further troops until there is more information on the enemy's position, but the council is aware that Hagooda is low on supplies and out of mortar headds.

Since the Hagooda forces have managed to capture Atoki's production plants and steal Colus land, the council thinks the Hagoodas will now offer a cease-fire, the attack only an effort for Hagooda to gain favor with their allies by impressing them. To take land from Colus and hold it is quite an accomplishment.

The fuming Prince Trao stands and curtly excuses himself. Lizart excuses herself as well and goes to comfort Trao. "I know how you feel, but you have to understand our generals. In our history we have not always been on the winning side. The winds of fate are blowing in the direction of Hagooda now."

Although the Trio has lost eight thousand men, Lizart asks Trao to save his anger for the counterattack.

Back at the council, "The enemy's strength is so unpredictable it keeps swelling up like a hot spring." "Someone in the skies of Southerned is trying to take something from me." "It's not just Hagooda," Lord Lowpus adds.

"I feel the same way," interrupts a familiar voice. All turn to see King Colus III and his fatima, Uricul, standing ready in full mortar headd combat dress.

"Mind if I go out?"

"I Want the Head of King Colus III!"

The Rainbow Boowrey are granted an audience with Queen Almemaios of Hagooda. The Queen is very pleased with their efforts and is now depending on them to win the war for her.

The Boowrey Red Head remains diplomatically modest, telling her that mercenaries appear wherever they are needed, and if they didn't have help in cutting the Colus supply lines, the Boowrey could not have succeeded.

That evening, Queen Almemaios holds a great feast in honor of the Boowrey Knights. The Queen, still euphoric, boasts of the nations supporting her. Her allies have sent her Maglows, T-64 Air Barrels, and best of all the Boowrey Knights. The Boowrey Red Head returns the compliment by saying only a Queen as beautiful as Almemaios could command such respect and admiration.

"Ha, well said," responds the pleased Queen, "Am I even more beautiful than a fatima?"

"Fatimas are nothing but dolls! From the point of view of a person with a soul, they are something lower than a dog." Almemaios is surprised to hear a knight talk about fatimas in this manner. Her curiosity sparked, she asks the Boowrey Red Head why he wears a mask.

"We are the mercenaries of darkness. We need not come into the front of war. Besides," he adds with a smile, "people have more trouble dealing with the unknown."

Queen Almemaios understands, promising not to pursue the matter further and asks if there is anyway she can repay the Boowrey. The party itself is more than enough payment, he says modestly, but he does have a personal request.

"Is is I that you desire?" she asks coyly.

"Please don't misunderstand me, but the fact is . . . I want the head of King Colus III!"

A Virgin Made of Jewels

In the steamy jungles along the Colus-Hagooda border, King Colus III and Uricul search for some clue to Hagooda's success against the Trio de Colus. For the last three days, all they have encountered are standard forces and Maglows.

Although not very eventful, the sortie is a perfect test for the Junchoon; it moves more smoothly than expected, and in that respect it's above average. Uricul adds, "She still has not stabilized, and I . . . I sort of . . . . "

"Sort of?"

"I feel bad about Clotho." By unspoken agreement Colus and Uricul change the subject to discuss the problems of the compatibility between the main engine and the land boosters.

"I've spent the last thirty years making it this far. It can't be bad, right, Junchoon?"

* * *

At the palace in Jarth, Prince Trao and his meisters express their concern for King Colus III.

"The Junchoon does not have enough power for its body! A mortar headd in its first battle is like a newborn baby. No one can predict what will happen." Prince Trao cautions his meisters about talking too much; no one must know that Colus is out on the front lines.

"Besides," adds Prince Trao lightheartedly, "knowing our King, he'll probably come back carrying the heads of two or three mortar headds with him."

* * *

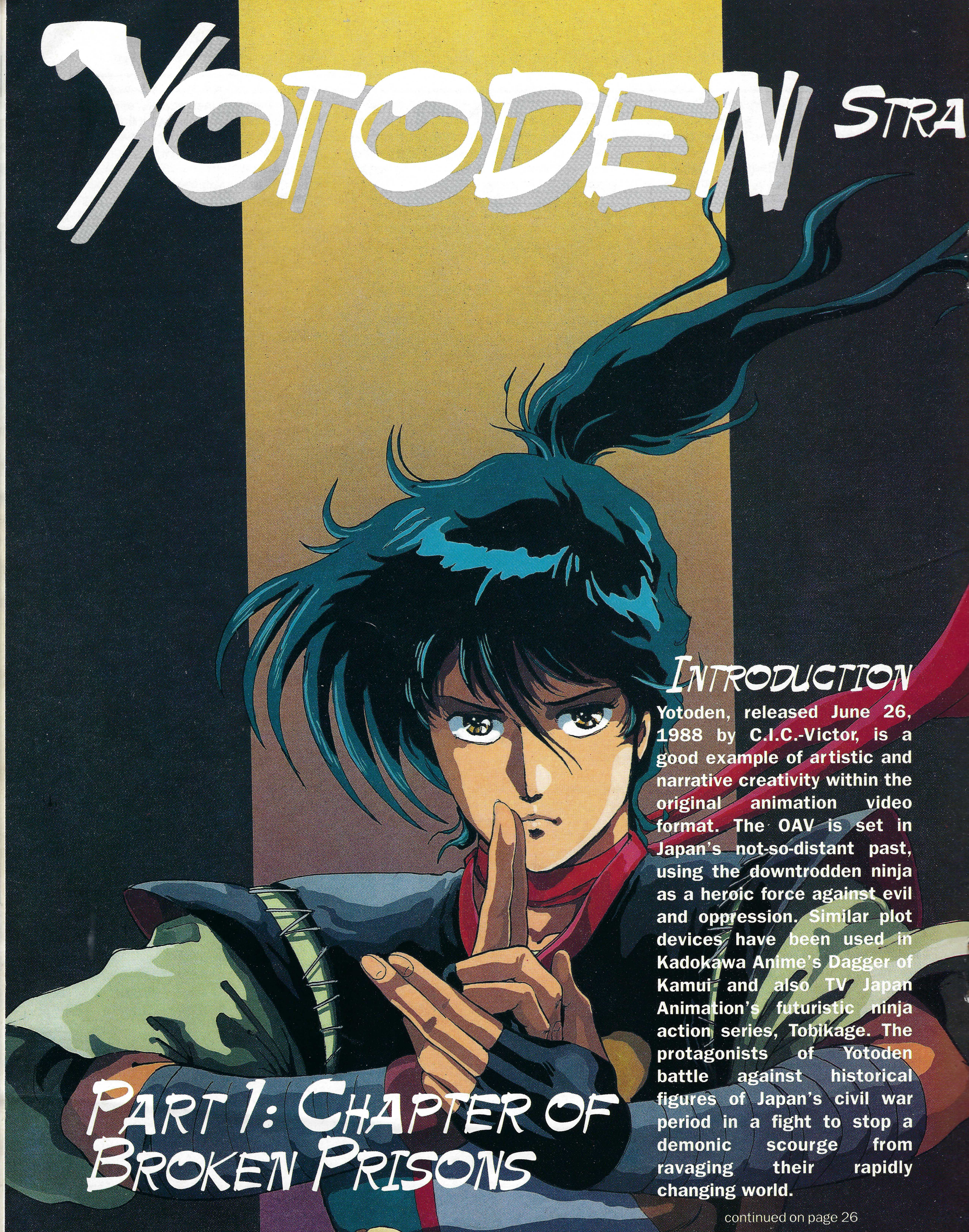
Meanwhile, back in the jungle, the sound of power launchers can be heard as Colus engages a Maglow. Hidden by the dense jungle, neither opponent can see his enemy. Due to the heavy bombardment, Uricul thinks that there may be one more Maglow. With this in mind, Colus decides to try a surprise aerial attack, adding that if their first try doesn't work, they will retreat.

Suddenly, the forest canopy erupts as the Junchoon leaps into the air, and takes aim on its now visible target, a Maglow.

"It's flying!" is all the Maglow's astonished headdliner can say before his mortar headd is immobilized. Colus wonders where the other unit is hiding. As if in answer to his

Continued on page 38

YOTODEN STRA



PART 1: CHAPTER OF BROKEN PRISONS

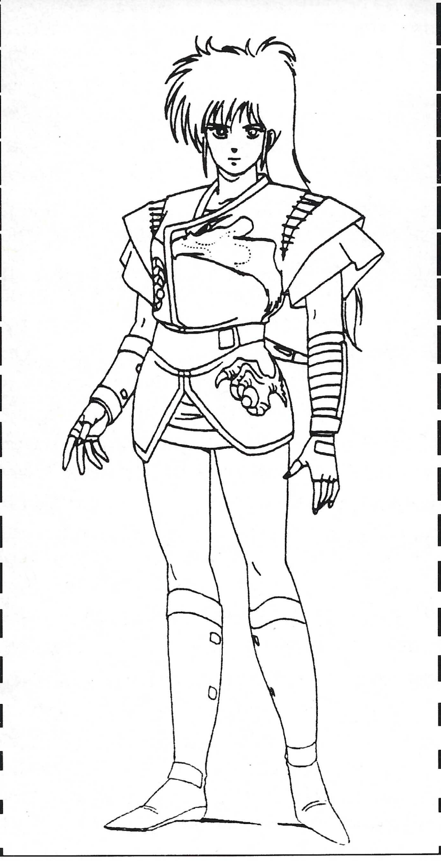
INTRODUCTION

Yotoden, released June 26, 1988 by C.I.C.-Victor, is a good example of artistic and narrative creativity within the original animation video format. The OAV is set in Japan's not-so-distant past, using the downtrodden ninja as a heroic force against evil and oppression. Similar plot devices have been used in Kadokawa Anime's Dagger of Kamui and also TV Japan Animation's futuristic ninja action series, Tobikage. The protagonists of Yotoden battle against historical figures of Japan's civil war period in a fight to stop a demonic scourge from ravaging their rapidly changing world.

continued on page 26

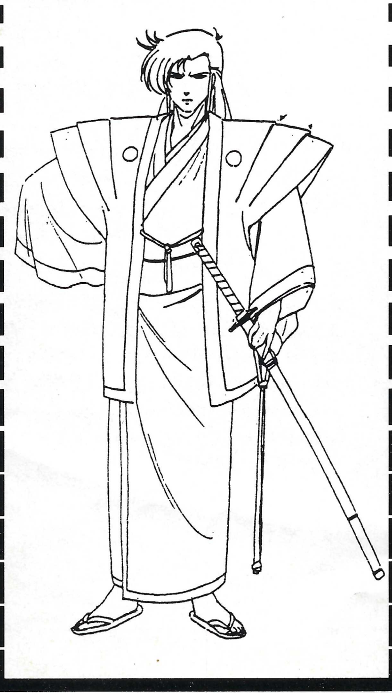
nge Tale From a War Torn Land

By Eric Hedman



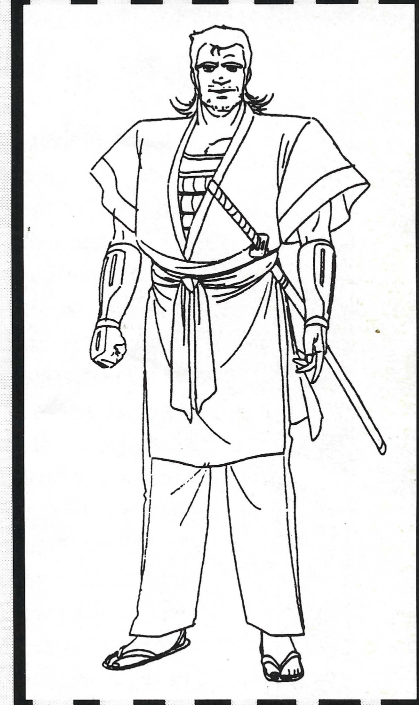
Ayanosuke of the Kasumi Clan

The last living member of the Kasumi ninja clan who follows the family tradition and becomes a ninja, changing her name from Ayame to the masculine name of "Ayanosuke" to avenge the death of brother, clan, and village, all killed at the hands of Nobunaga's demon minion, Saibusa Jinnai. Ayanosuke wields a small bewitched weapon entrusted to her by her brother before his death.



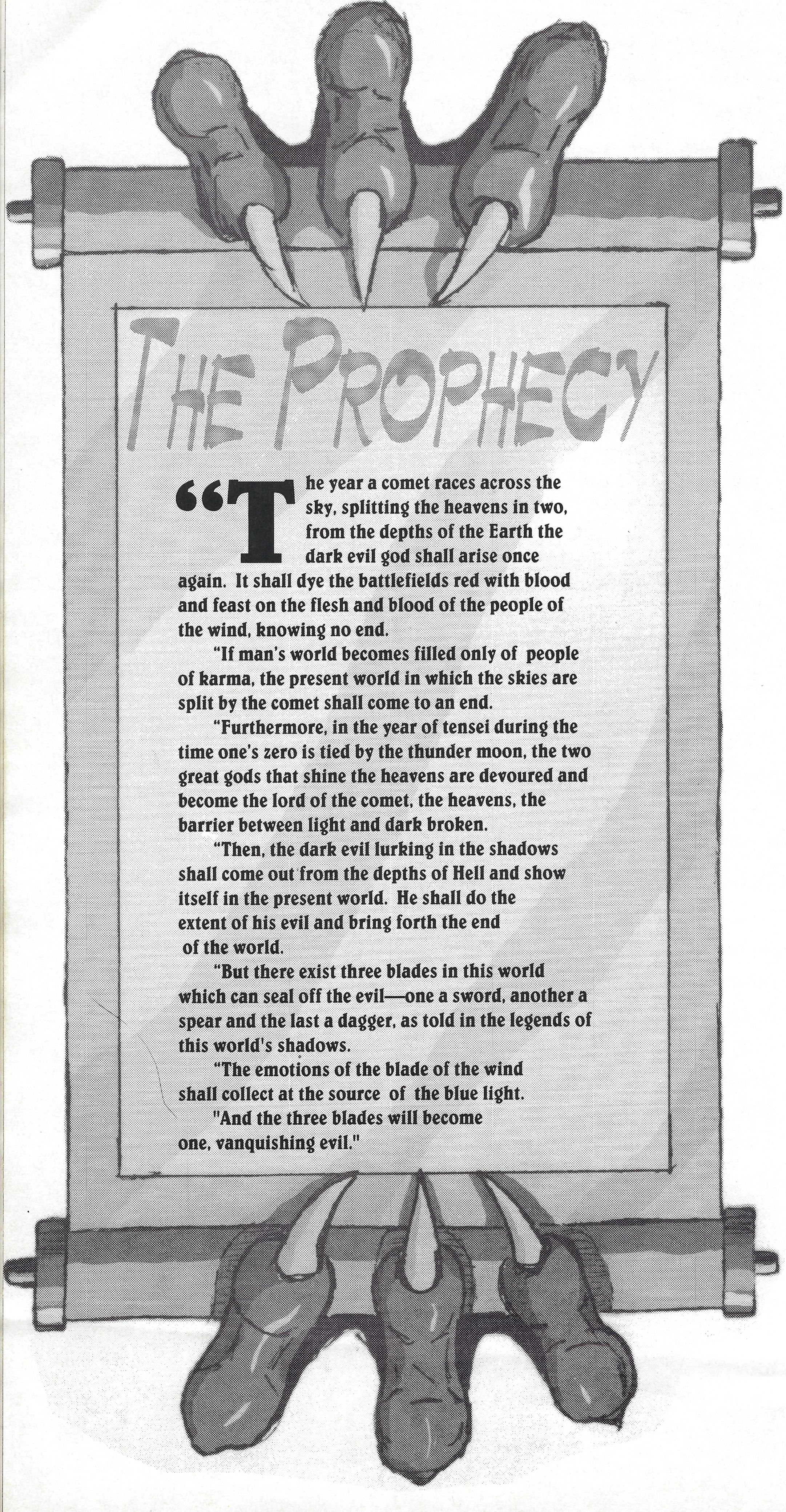
Sakon of the Hyoga Clan

Last living member and apathetic heir to the Hyoga ninja clan, and the leader of a group of wandering bandits. He befriends Ayanosuke when they are both assaulted by a force of Nobunaga's demons. He wields an unusual katana (samurai-style long sword), the second blade of the prophecy.



Ryoma Kogure

A strong, unshaven ninja (built like an ox) and the son of Lord Genyusai of the Hagakure ninja clan. Ryoma befriends both Ayanosuke and Sakon after ambushing them in the deep forest near his father's home. He wields a Japanese halberd (battlefield weapons similar to a naginata or yari), the third blade of the prophecy.



THE PROPHECY

"The year a comet races across the sky, splitting the heavens in two, from the depths of the Earth the dark evil god shall arise once again. It shall dye the battlefields red with blood and feast on the flesh and blood of the people of the wind, knowing no end.

"If man's world becomes filled only of people of karma, the present world in which the skies are split by the comet shall come to an end.

"Furthermore, in the year of tensei during the time one's zero is tied by the thunder moon, the two great gods that shine the heavens are devoured and become the lord of the comet, the heavens, the barrier between light and dark broken.

"Then, the dark evil lurking in the shadows shall come out from the depths of Hell and show itself in the present world. He shall do the extent of his evil and bring forth the end of the world.

"But there exist three blades in this world which can seal off the evil—one a sword, another a spear and the last a dagger, as told in the legends of this world's shadows.

"The emotions of the blade of the wind shall collect at the source of the blue light.

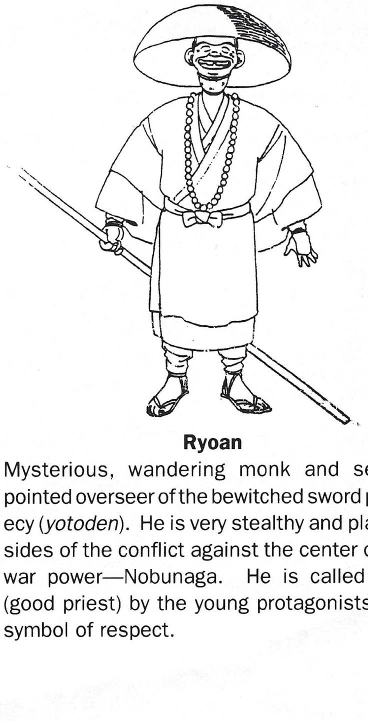
"And the three blades will become one, vanquishing evil."

Continued from page 25

This story of demon and ninja warfare is provided by a young man named Riji Yamazaki. *Yotoden* contains all the classic samurai drama characters: a mysterious wandering monk, tyrannical warlords bent on destruction, and kindly patriarchal figures, as well as flawed, yet courageous heroes destined for glory and death. In addition, these strongly established archetypal-characters are shadowed by the demon scourge, antagonists in human and non-human form who do the bidding, for the time being, of those whom they can exploit and corrupt toward their higher goal of world domination.

The character design and animation direction for *Yotoden* was handled by Kenichi Onuki (*Dragonar*, *Tokyo Vice*). Onuki's art style in relation to his human characters is very proportionally correct; his figures are distinguished not only for their heroic proportions but for their realistically animated motion within the film. The monsters were designed by Junichi Watanabe (*Dangaio*, *Iczer-1*), incorporating a theme of demons similar to traditional oriental demons depicted in sculpture and tapestry.

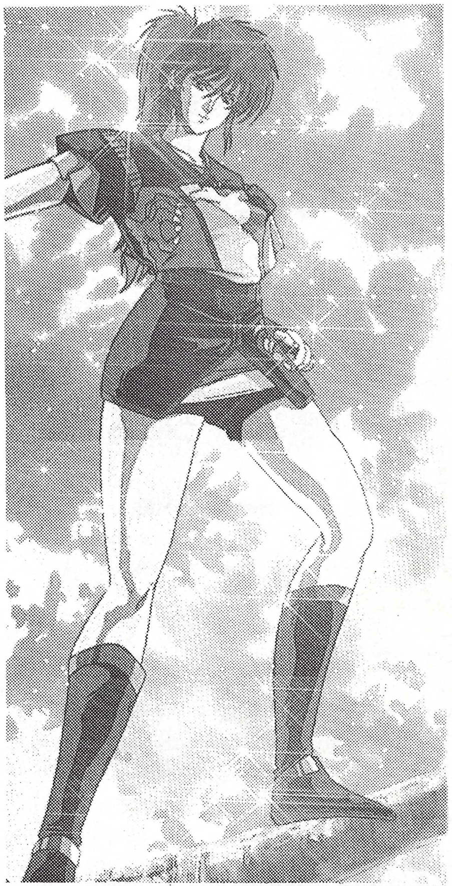
The three *Yotoden* OAVs were later combined into a single theatrical release with eight minutes of new footage to act as a bridge between the chapters. *Yotoden* is a motion picture that uses the medium of animation effectively where a live-action film could not perhaps be applied as successfully, within the realm of demon and super-human ninja warfare on an epic scale.



Ryoan

Mysterious, wandering monk and self-appointed overseer of the bewitched sword prophecy (*yotoden*). He is very stealthy and plays all sides of the conflict against the center of civil war power—Nobunaga. He is called *gobo* (good priest) by the young protagonists as a symbol of respect.

THE PROLOGUE



Strange tales of ninja warfare in feudal Japan is the basis for *Yotoden*, the story of a young female ninja named Ayanosuke and the legacy forced upon her by the legendary sword she possesses.

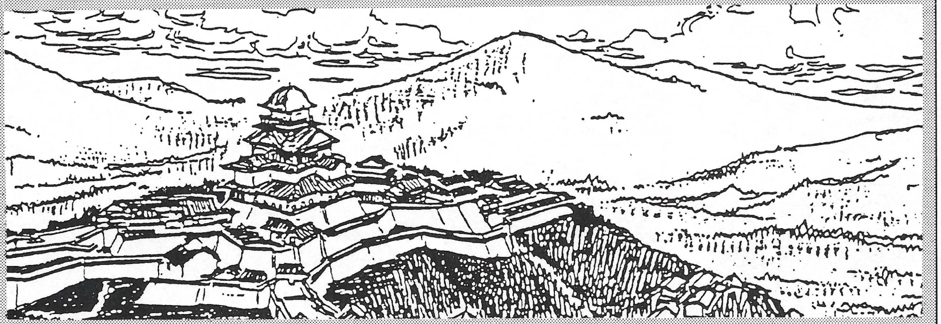
It is the latter half of the sixteenth century in central Japan. Tyrannical warlord Nobunaga of the Oda clan is ruthless in his suppression of all opposition in his rise to power. His soul is possessed by a powerful extraterrestrial demon named Ranmaru Mori, who seeks not only Nobunaga's domination of Japan, but also the destruction of the world through his demon legions and the seeds of doom planted beneath the grounds of Nobunaga's fortress.

Nobunaga's attention has shifted to the ninja and *shinobi* (secret peasant and religious warriors of Japan). He seeks to subvert and destroy these mysterious soldiers and thus clear his way for the domination of the Land of the Rising Sun.

The ninja clans begin to join together to destroy the evil Nobunaga. Ayanosuke and her comrades must put an end to this tyrant and his demonic cronies before the world is cast into infernal chaos.

Yotoden Historical Notes

Nobunaga Oda



The late sixteenth century was one of the bloodiest periods in the history of Japan. *Yotoden* touches upon this age of feudal war, giving a glimpse of the future road to unification of the island kingdom.

Firearms have only recently been introduced into organized warfare, and Japan is broken into many different regions under individual liege lords. In *Yotoden*, ambitious samurai lord Nobunaga Oda is portrayed as the shrewd and ruthless general that history recognizes him to be, but added to his persona is a popular, sensational theme in Japanese animation . . . demonic possession.

At the height of his power Nobunaga launched an offensive against the *Ikko*, a powerful clan of religious warriors. This offensive is the historical basis for the *Yotoden* OAVs.

Upon Nobunaga's official seal was placed the phrase, "Rule the empire by force," a commitment to the emperor that his subjugation of certain *daimyo* (feudal lords) of the time was in the best interests of the emperor and of the country itself. The true Nobunaga was just as ruthless in his designs on the control of Japan, and from his base at the mountain fortress Azuchi near Kyoto, dominated and restrained a large portion of central Japan until his death by assassination in 1582.

Nobunaga is included as a supporting character in the recent NHK samurai drama, *Takeda Shingen*, in which the origin of his hard-edged personality is revealed. At an early age, this young lord of Owari prefecture was forced to become a leader of men and to circumvent a conspiracy within his own clan by killing his deceitful younger brother with his own hands. Given this information, it is easy to understand his passion for quelling all resistance and his attempt to "rule the empire by force." ■

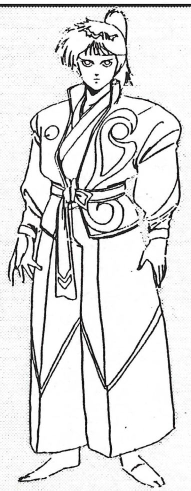
THE STORY

It is now eight years since the coming of the comet that heralded the arrival of the demonic scourge in Japan.

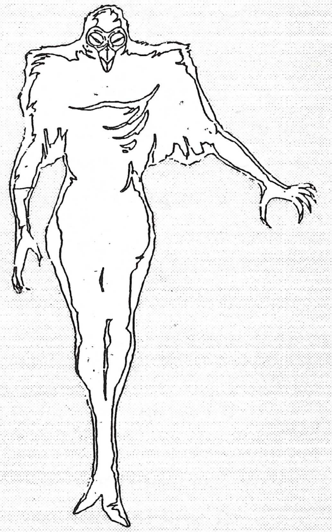
Burning houses and corpses frame the destruction as a large demon beast tears through the home village of the Kasumi clan. Two survivors huddle near the bordering wood. The young Ayame is given her family sword and admonished by her older brother to escape into the forest and seek refuge with their compatriot Hyoga or Hagakure ninja clans. As she runs into the trees her brother Shinnosuke engages the monster and is slain.

At his mountain fortress, Nobunaga is planning the next strategic move in his plans for the conquest of Japan. As he sets his captains to the task of carrying out his orders, Ranmaru notices that his master has used his newfound powers to destroy a small bird moving too close to the tyrannical samurai.

Ayame, now Ayanosuke, rests beside a small stream. The cessation of the nearby cicadas' singing gives brief warning before she is accosted by a group of well-armed bandits; she slays three of them, but before the others join in Ayanosuke begins a duel with their leader, Sakon. The two duelists are interrupted by a group of demon bird-men who kill all the bandits and turn to face the now-allied combatants. The bird-men are controlled by Saegusa Jinnai, a demon minion of Nobunaga, who explains that he was sent for them and they are going to die.

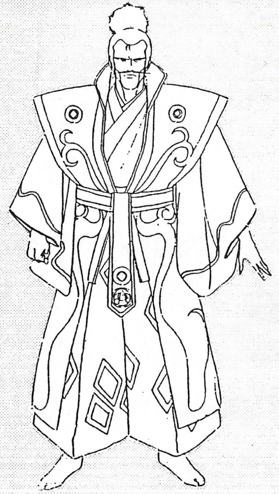


Ranmaru Mori
Henchman to Nobunaga and the source of Nobunaga's possession. He appears as a sickly young man, but is actually an evil being of extraterrestrial origin, seeking to bring about an era of destruction and chaos.



The *Oboroshu*
The Legion of Gloom, personal demon army of Nobunaga, directly controlled by Ranmaru. The more powerful members are seen as human when convenient; otherwise, they are hideously raging monsters.

The demons begin their attack and when they gain the upper hand, suddenly halt their advances. Mysterious chanting fills the air as the demons collapse as if dead. Taking full advantage of the situation, Sakon strikes at the figure of Jinnai, cutting instead a tree enshrouded in his guise. The pair of ninja follow strange laughter upstream and find a mysterious monk perched upon a rock. He is the dispeller of the demons, and unknown to the young warriors, the overseer of their immediate futures. He distracts them by pointing out the resumption of the cicadas' singing, and disappears into the forest. The fallen demons disappear into purple mist that flows away into the trees.

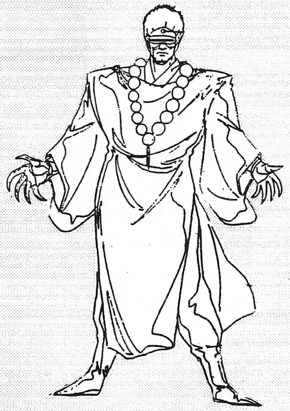


Nobunaga Oda
A powerful samurai nobleman possessed by evil demonic forces. He seeks to conquer and subjugate Japan under his rule with the help of demonic warriors.

At his fortress, Nobunaga leaves on horseback accompanied by Ranmaru.

Ayanosuke and Sakon are travelling by road when forced into a tree near a desecrated roadside shrine by the swift appearance of Nobunaga and Ranmaru. The evil lord feels the ninjas' presence in the tree and demonstrates his demonic powers by making one of the shrine's stone Buddhist statues shatter.

The next morning, Sakon and Ayanosuke are ambushed as they move through a dark forest. Their ambusher, Ryoma, is the possessor of the third blade of the prophecy. He befriends Sakon and Ayanosuke and returns with them to the fortress home of his father, Lord Genyusai and his Hagakure ninja.



Saegusa Jinnai
Demon minion of Nobunaga, one of the *oboroshu* (Legion of Gloom), under direct control of Ranmaru. Sent to destroy the three protagonists. Human in appearance only as a matter of convenience, Jinnai commands a small legion of strange demons and is responsible for the death of Ayanosuke's family.

As they enter the fortress Ryoma's younger sister Kikyo meets them. She is surprised to see a young woman in her brother's company. Ayanosuke, Sakon, Ryoma, and Kikyo meet with the scholarly Lord Genyusai.

The four speak together of the evil Nobunaga's plans and his *oboroshu*, and also about the alien metal weapons the three young ninja possess.

Ayanosuke retreats to the gardens of Genyusai's home and is followed there by Kikyo. When Kikyo draws near Ayanosuke tells of her tale of woe, of losing her village and family, and professes her inner pain over the loss of her brother.

The demon beasts of Nobunaga begin their attack on the fortress by first killing key guards then moving onto the living quarters of the ninja. Sakon is the first to discover a victim of the invasion. He finds a simian beast devouring the woman it killed while she was sewing.

Ryoma runs to inform Lord Genyusai of the invasion as Sakon remains to slay the demon. Ryoma arrives just moments too late to save his father from a green blob-like monster.

Ryoma races to meet Sakon as the building where Lord Genyusai was last seen explodes. The two men join the guards already battling a troop of bird-men assassins and other horrors.

Ayanosuke joins the fierce melee and quickly makes her way to the heart of the battle . . . Saegusa Jinnai. The evil minion is perched upon the fortress high wall and when attacked there, manages to cast Ayanosuke down. As she falls she throws a line around Jinnai's neck and pulls him with her, riding him headfirst into the ground.

Kikyo finds Ayanosuke alive and embraces her. Jinnai, however, is not dead, and fires four finger-projectiles at Ayanosuke's back. Kikyo reacts in time to block the missles with her own body, causing her own mortal wounding. Ayanosuke kills Jinnai "once and for all," and carries Kikyo to safety.

As the body of Jinnai is covered with shadows from the ominously gathering clouds, the "corpse" transforms itself into the three-headed horror from the ravaging of Ayanosuke's home village.

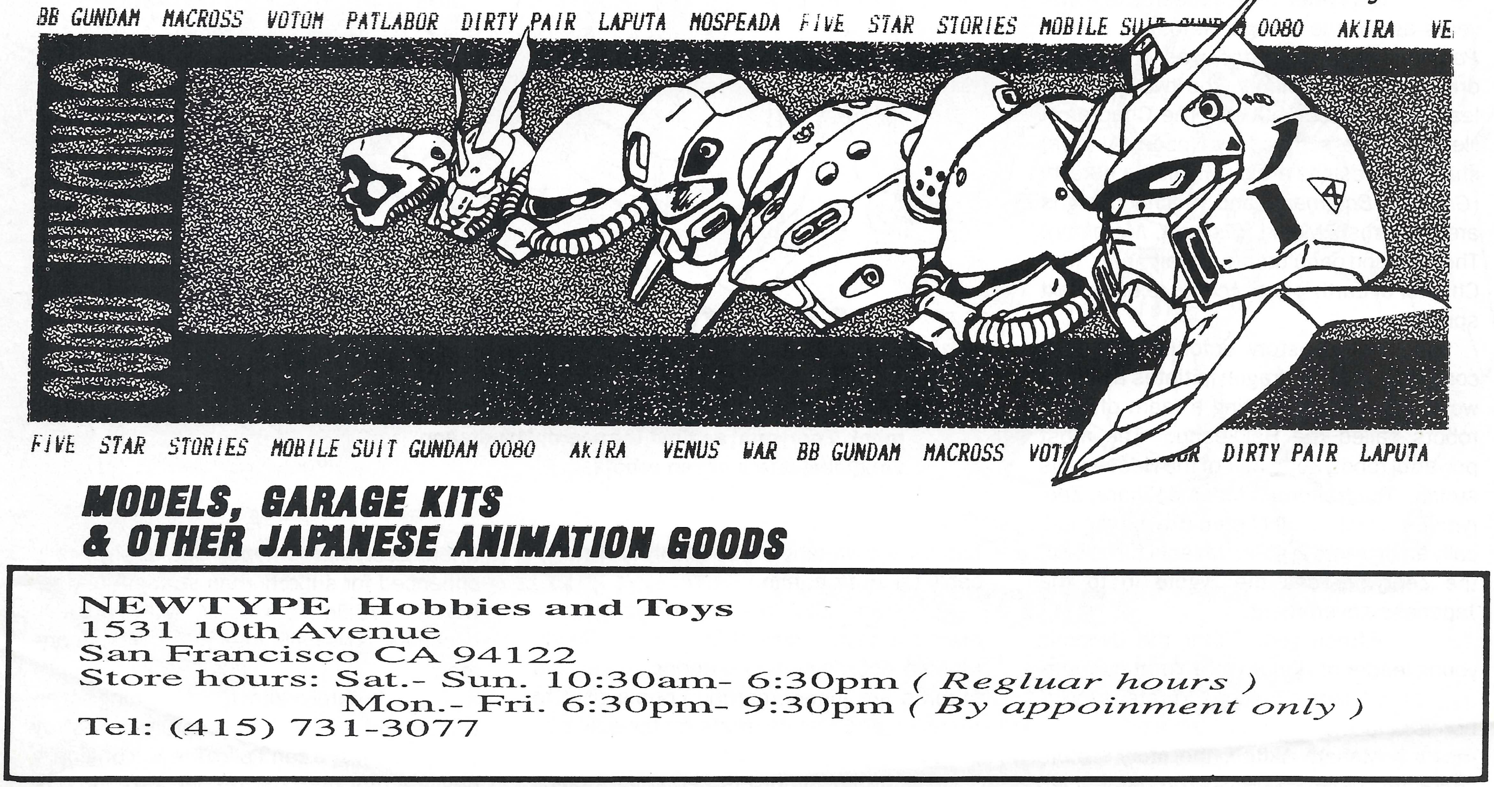
After a safe distance Ayanosuke lays Kikyo down and watches her die. Ayanosuke then gathers her strength and with a Herculean jump strikes the beast with a bolt of energy from her enchanted blade. She is blown backward from the burst of energy and falls to the ground, surprised by the weapon's strength. The frightful monster is slain and Ayanosuke wanders back to cry over Kikyo's broken body. The skies begin to rain, but all the cascading water is not enough to wash away Ayanosuke's tears.

From his stronghold, Nobunaga sends forth more of his minions to defeat the prophecy of the bewitched blades.

The chapter of broken prisons ends as the three ninja and others pay their respect at Kikyo's grave before leaving to battle the forces of Nobunaga. Ayanosuke pledges to herself the destruction of the one who is the cause of all of her pain. ■

New Type

Hobbies and Toys


BB GUNDAM MACROSS VOTOM PATLABOR DIRTY PAIR LAPUTA MOSPEADA FIVE STAR STORIES MOBILE SU 0080 AKIRA VE
FIVE STAR STORIES MOBILE SUIT GUNDAM 0080 AKIRA VENUS WAR BB GUNDAM MACROSS VOT BOR DIRTY PAIR LAPUTA

MODELS, GARAGE KITS
& OTHER JAPANESE ANIMATION GOODS

NEWTYPE Hobbies and Toys
1531 10th Avenue
San Francisco CA 94122
Store hours: Sat.- Sun. 10:30am- 6:30pm (*Regluar hours*)
Mon.- Fri. 6:30pm- 9:30pm (*By appoinment only*)
Tel: (415) 731-3077

HADES PROJECT ZEORYMER

Imagine that you're a high school student. Imagine being told that your parents aren't *really* your parents and that you're destined for something much, much bigger.

This is the story of Director Toshihiro Hirano's (*Fight! Iczer-1*, *Dangaio*, *Vampire Princess Miyu*) latest OAV series, *Hades Project Zeorymer*.

Zeorymer first appeared several years ago in the mangá periodical *Lemon People*. The original story was written and drawn by Morio Chimi. The two OAVs released to date (subtitled "The Chapter of Heaven") are scripted by Noboru Aikawa; character designs are by Michitaka Kikuchi (*Gunhed*, *Borgman*), and mecha designs are by Yasushi Moriki (*Bismark*, *Metalder*). The third and penultimate installment ("The Chapter of Earth") is slated for release next spring.

As the story unfolds, the giant conglomerate Haudragon initiates a plan of world domination utilizing a team of giant robots called the Hakkeshu. The most powerful robot, Zeorymer of the Heavens, is stolen. The traitorous Masaki Kihara, Zeorymer's creator, also steals a bio-genetically engineered zygote. Masaki turns both the Zeorymer and the zygote in to the Japanese government.

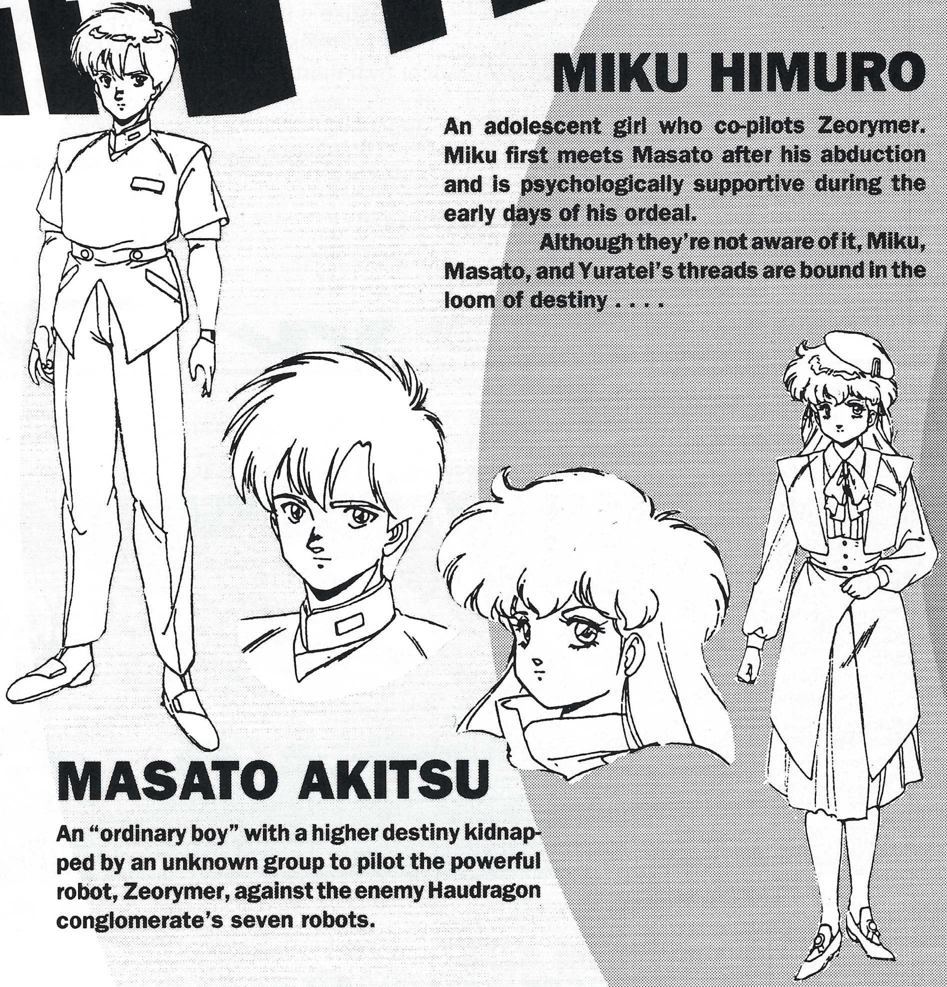
Fifteen years later the dynamic young leader of Haudragon, Yuratei, implements the "Hades Project." Yuratei's intention is to become ruler of the world.

Masato Akitsu, the story's main character, believes he is an ordinary high school student when his everyday world of friends and Nintendo is suddenly and irrevocably taken from him.

Sao Oki, the Japanese government's man in charge of Zeorymer, kidnaps Masato and delivers shattering news: his parents are just a married couple paid to rear him, and that he exists for the sole purpose of piloting Zeorymer.

Miku Himuro is Zeorymer's co-pilot. She works for Last Guardian, the base where Zeorymer is kept. She is physically enhanced for superhuman strength and reflexes. While co-piloting, Miku actually becomes physically integrated with Zeorymer.

Yuratei orders the remaining seven pilots of the Hakkeshu to capture or destroy Zeorymer. If she can't pilot the suit originally designed for her, Yuratei declares, no one shall.



MIKU HIMURO

An adolescent girl who co-pilots Zeorymer. Miku first meets Masato after his abduction and is psychologically supportive during the early days of his ordeal.

Although they're not aware of it, Miku, Masato, and Yuratei's threads are bound in the loom of destiny . . . .

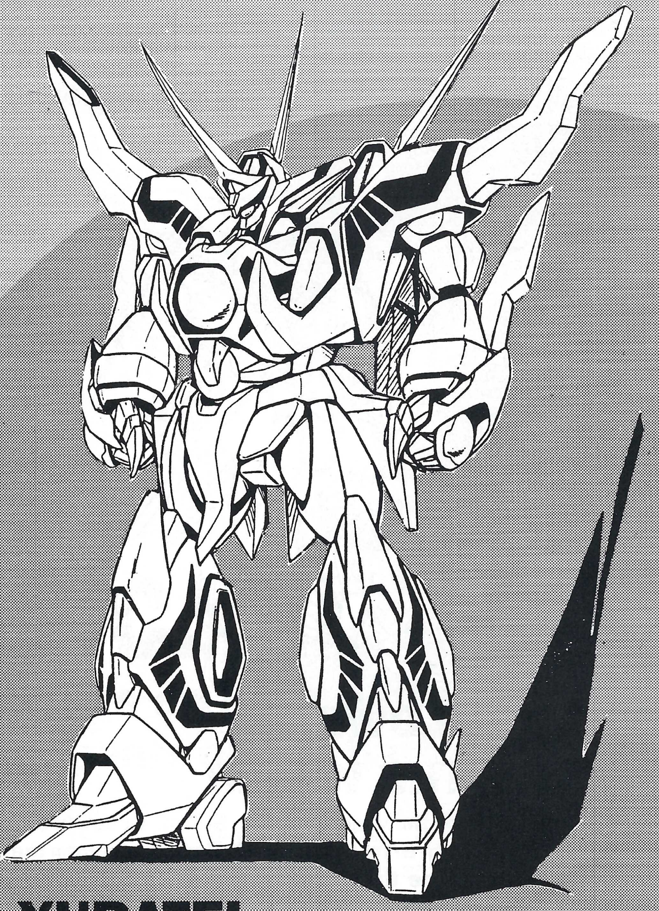
MASATO AKITSU

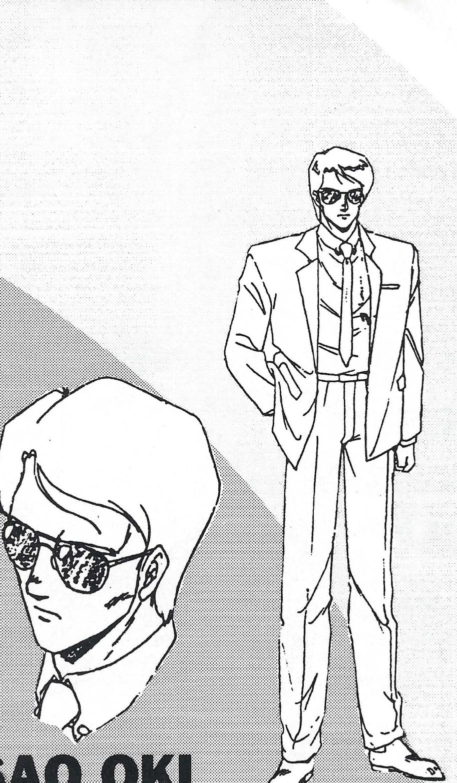
An "ordinary boy" with a higher destiny kidnapped by an unknown group to pilot the powerful robot, Zeorymer, against the enemy Haudragon conglomerate's seven robots.

ZEORYMER OF THE HEAVENS

Piloted by Masato Akitsu; co-piloted by Miku Himuro. Zeorymer, the most powerful of the eight Hakkeshu robots, was designed as the leader and originally intended for Yuratei, leader of the conglomerate, Haudragon.

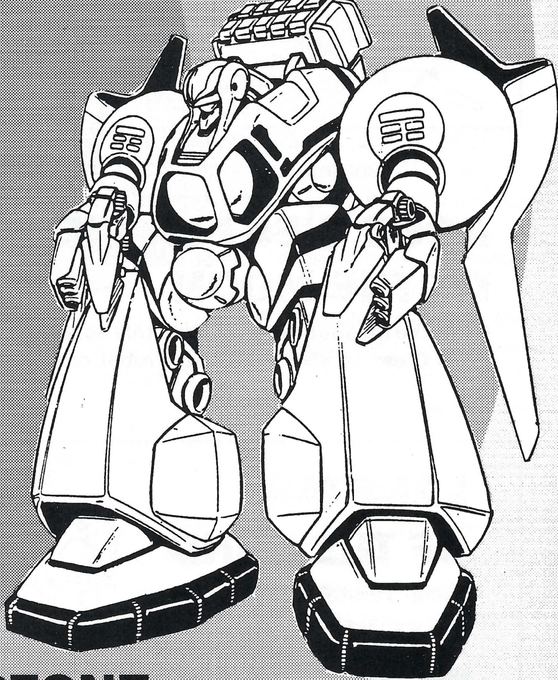
Zeorymer's most powerful attack is the "Mei-ou (Hades) Blast," a devastating release of energy that leaves nothing standing in the immediate vicinity.





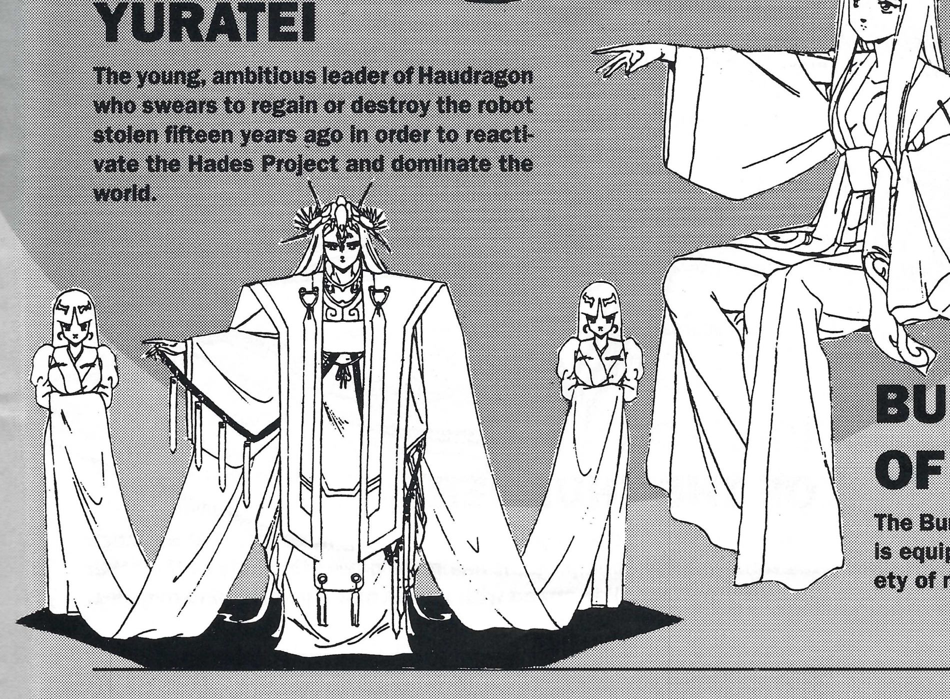
SAO OKI

The man in charge of Last Guardian. Sao has been keeping a close eye on his pet project, Masato Akitsu, and even now is involved in the Japanese government's plan to stop the Hades Project.



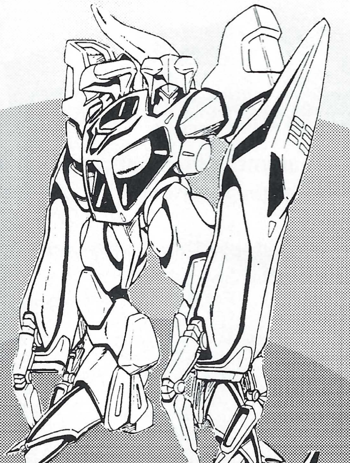
YURATEI

The young, ambitious leader of Haudragon who swears to regain or destroy the robot stolen fifteen years ago in order to reactivate the Hades Project and dominate the world.



BURSTONE OF THE MOUNTAIN

The Burstone's pilot is named Gisou. This maneuverable robot is equipped with hovercraft units built into the feet and a variety of missile launchers as its main weapons.

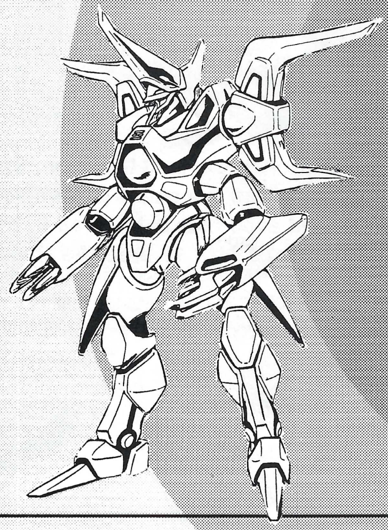


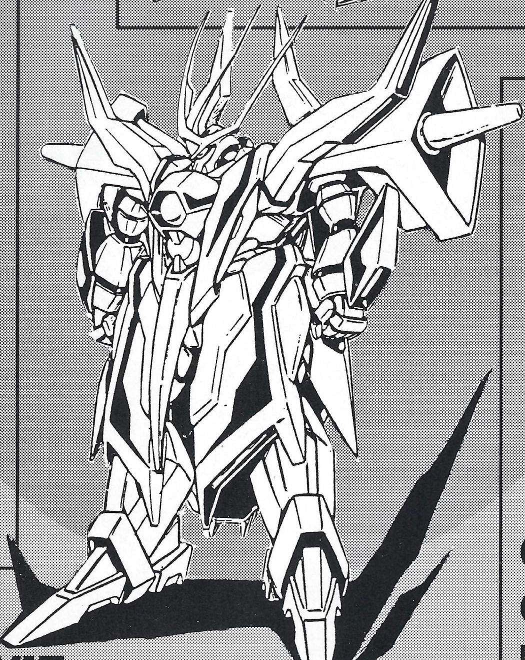
DINODILOS OF THE EARTH

This versatile robot's pilot is a woman named Rockfell. In addition to its deadly hand-to-hand combat ability, the Dinodilos can also be used for excavation and construction. Rockfell can use the Dinodilos' manipulators to tunnel through earth or tear down buildings with a single strike.

BRYST OF THE FIRE

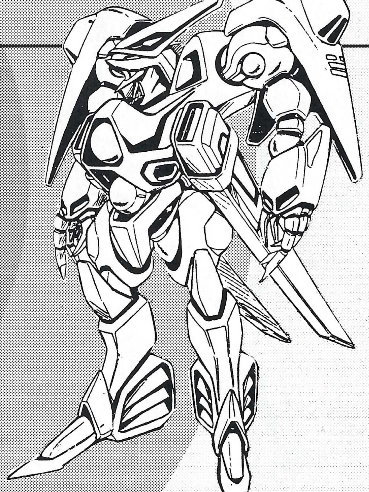
The Bryst is piloted by one of two twin sisters, Si Aen. This robot is equipped with missiles, lasers, and a flare launcher. Si Aen and her sister Si Tau fight as a team.





ROSE C'EST LA VIE OF THE MOON

Ritsu the Masked Warrior pilots this space-combat designed robot. The Rose C'est La Vie is the sister robot of the Zeorymer.

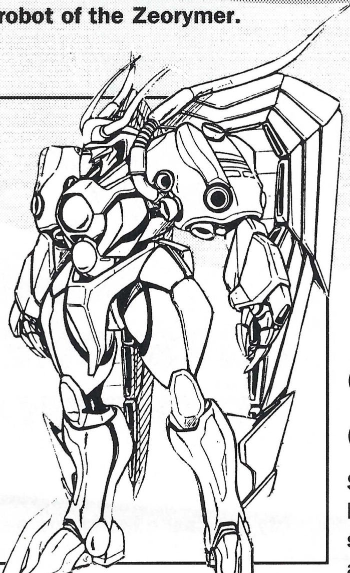


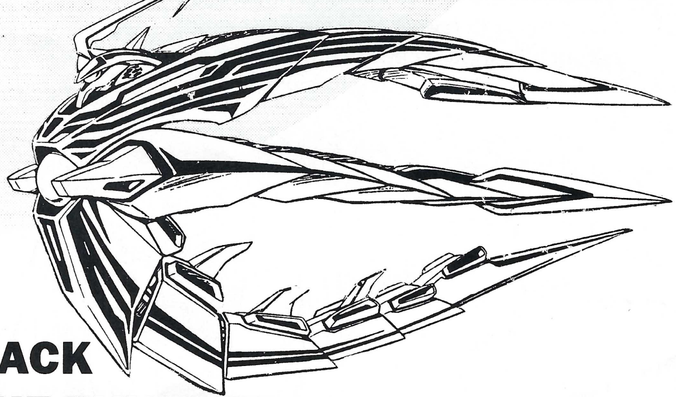
GALLOWIN OF THE WATER

Piloted by the younger sister, Si Tau. Gallowin can link up with Bryst to fire the "Twin Flare." When the sisters time their blasts carefully, they can execute the "Twin Lord" attack, an explosion possibly more powerful than Zeorymer's Mei-ou Blast.

LANSTAR OF THE WIND

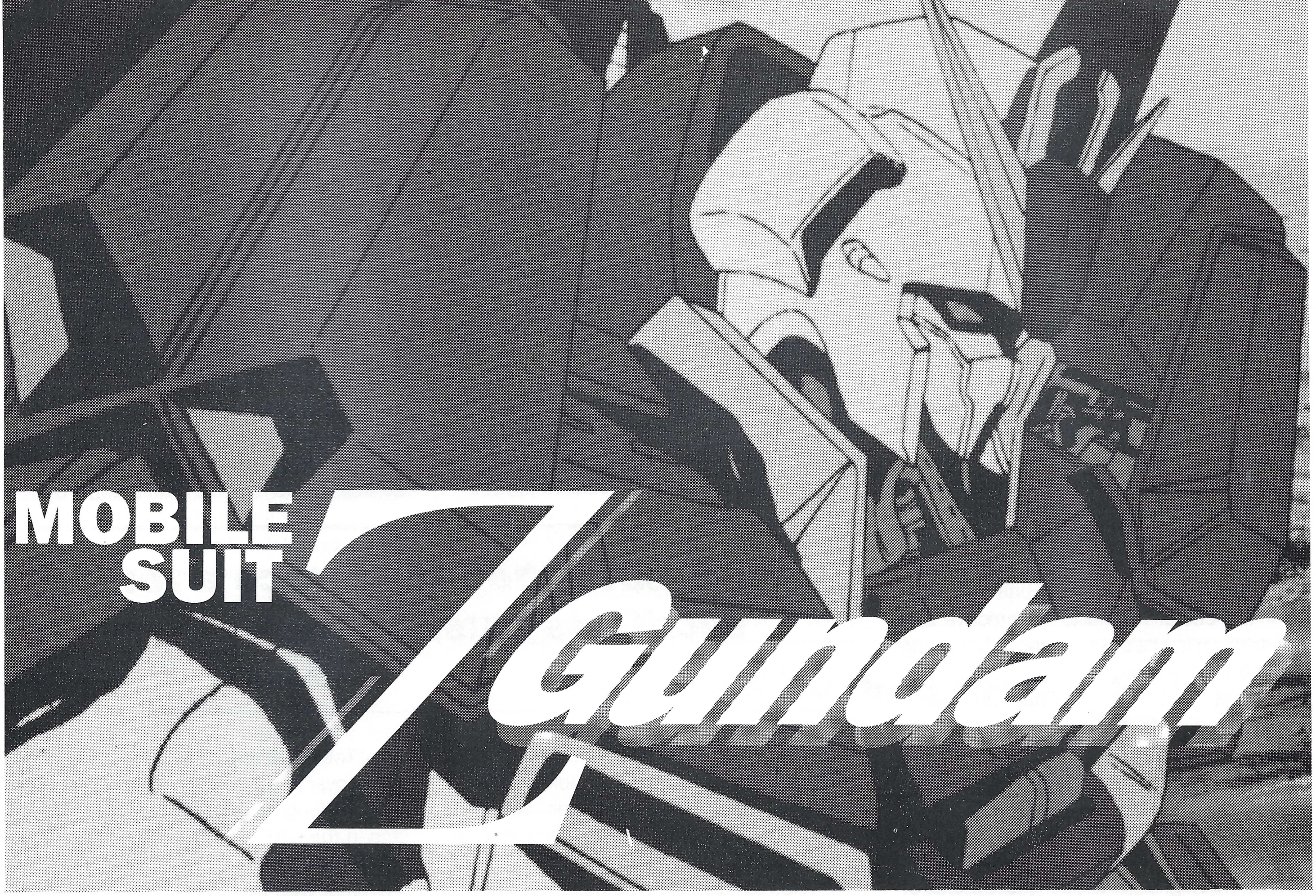
Taiha, Yuratei's lover, pilots this aerial-combat designed robot. The "Bone Wind" and the "Blade Wind" are the Lanstar's primary attacks. The Lanstar's most powerful offensive weapon is the "Death Dragon Typhoon," a focused spiraling tornado blast.





OMZACK OF THE THUNDER

Saiga, the pilot of the largest robot of the eight, boasts that although his robot is still incomplete, it has more power than any of the other seven. The Omzack is armed with vulcan machine guns and missiles, among its other weapons.



MOBILE SUIT Z Gundam

U.C. 0087—The war between the AEUG and the Titans rages on, but soon takes an interesting twist. A new faction appears on the battlefield, the Axcis.

The Story Thus Far

The *Ahgama* is being repaired in Von Braun City on the Moon. The Titans assign Sara Zabiarov to plant a bomb near the *Ahgama*'s port, hoping to cripple the ship further. Camille, sensing the presence of another newtype, eventually locates her.

Realizing she must be up to something, Camille questions Sara's presence and learns the nature of her mission. He informs the *Ahgama* of the danger in time enough for the ship to leave port before the bomb detonates. Unfortunately, Sara escapes him as well.

After leaving Von Braun City, the *Ahgama* rushes to rendezvous with the Axcis in order to form an alliance with them before the Titans can make a similar compact.

The *Dogoth Gear* has the same intentions. Both ships launch mobile suits hoping to slow the other down. The mobile suit battle is abruptly ended when a shower of beam fire from Axcis mobile suits literally cuts the field of battle in two. The Axcis has decided to negotiate with the AEUG first.

The negotiations almost end as soon as they begin when Mineva Zabi recognizes Quattro Bagina as Char Aznable. Char protests the biased manner in which Haman Kahn has reared Mineva.

When his protests border on violence, Haman has the AEUG party escorted to a holding cell. They manage to escape back to the *Ahgama* just in time to battle an incoming Titans mobile suit group. The Titans forces inflict heavy damage upon the AEUG suits before reinforcements arrive from the *Radish* drive the Titans away.

Camille realizes that Reccoa has been acting strange recently and asks Fa to talk to her. Scirocco has Yazan prepare another assault against the *Ahgama*.

During the skirmish, Reccoa feels as if someone is calling her. While she is distracted, Yazan destroys her Methuss. She ejects safely but is captured by Yazan. The crew of the *Ahgama* mourns her, believing she is dead.

On Earth, the Kalaba forces prepare to attack the Titans base on Mount Kilimanjaro. The *Ahgama* is to provide a ballistic missile barrage as air support.

While defending the *Ahgama*, the Hyaku-Shiki is knocked into Earth's gravity well and pulled into re-entry. Camille transforms the Zeta Gundam into Wave Rider mode and rescues Char. When they reach the Kilimanjaro base, Camille sights the Psycho Gundam, and knows that Four is still alive.

Camille sneaks into the base to meet with Four. He convinces her to leave with him, but they don't get very far. Jamitov Hyman has Four's bio-soldier personality activated, planning his own escape via space shuttle with Four's support in the Psycho Gundam for cover.

Jerid appears in the Byalant, still striving to kill Camille. Jamitov's shuttle reaches a safe distance and Four reverts to her normal personality.

The Byalant dives to strike the killing blow on the Zeta Gundam, but Four interposes the Psycho Gundam, and dies in Camille's arms.

37

Day of Dakar

Aboard the *Mellowed*, Jerid Mesa orders the navigator to keep following the *Aldomura* into Dakar. One of the bridge crew questions the order, saying that they don't have authorization to land there. Jerid responds, "Jamitov's orders to hunt down the Kalaba forces gives us all the authorization we need."

Still en route to Dakar, Char and Hayato discuss the upcoming mission. In the mobile suit pilot ready room, Amuro asks Camille if he's ready to fly on another mission so soon after Four's death.

"It's easier for me to keep active and not dwell on it," he says. "I know that crying won't bring her back."

"That's good. It took Char and I seven years to realize that."

◆

Belotica Irma is organizing the ground support for the Kalaba forces on this mission. She drops off one of her fellow operatives at a designated location just outside of the federal forces Dakar base, then drives off to gain entrance for herself. The guards at the gate seem to believe her cover story, but they give her a difficult time anyway. She is soon rescued from the situation by a Titans pilot named Ajiss Aziba. He escorts Belotica into the city, assuring her that all soldiers are not as obnoxious as the two she just encountered. As she drops him off, he says he wishes they could talk more. She tells him to watch or listen to the broadcast.

As the *Aldomura* approaches Dakar it is subjected to heavy anti-aircraft and missile fire. Char and Amuro, both in the Dijeh, launch from the airship along with Camille and the rest of the pilots. The federal forces send a group of Asshimars to intercept the incoming mobile suits. Before the suits can close, Amuro lands the Dijeh at a designated rendezvous point and drops off Char with Belotica.

Char and Belotica arrive in the meeting hall. As the officials attempt to end the meeting early due to the battle outside, Char realizes that he must act quickly and rushes to the podium. Kalaba operatives, planted in the audience, secure the room and ensure that the transmission of the meeting continues to broadcast.

The audience is captivated by Char's speech which details many of the atrocities committed by the Titans. They are also riveted by his admission of identity as Char Aznable, son of Jion Daikun. Char speaks of mankind's slow but inevitable destruction of Earth, and how mankind can only continue to advance by continuing its expansion into space.

During the broadcast Ajiss Aziba notices Belotica with the Kalaba forces in the meeting hall. Seeing her there causes him to listen more intently to Char's speech, although he is soon called away to battle. As Jerid launches into combat from the *Mellowed*, he listens to the broadcast, Char's words only fueling his rage. Jerid determines to destroy the transmission tower.

"To save the human race a few sacrifices must be made."

–Amuro Rey

The battle continues. Camille avoids hand-to-hand combat for as long as possible, then disables an Asshimar. The pilot bails out and leaves his crippled mobile armor to crash into the city.

Ajiss abandons his pursuit of Camille to halt the descent of the fallen Asshimar, but he alone cannot support the mass. Soon, Ajiss and the Asshimar will be destroyed.

Camille transforms the Zeta into mobile suit mode and successfully aids Ajiss in averting a crash down in the city. When Ajiss asks Camille why he helped him, Camille replies, "I have no will to fight you. If you want to know more, listen to the transmission." As Ajiss tunes into the broadcast, Camille breaks off to intercept Jerid's group.

The sound of mobile suits battling reaches the conference building. Belotica takes a cameraman outside to show the world the true nature of the Titans.

The sight of the Zeta Gundam and the Dijeh distracts Jerid from his original goal. Having no stomach for combat the cameraman is soon incapable of doing his job, so Belotica takes command of his camera and begins broadcasting the footage of the battle directly onto the meeting room's main viewing screen.

Watching other Titans pilots do anything to halt the transmission leaves Ajiss full of doubts, as he tries to intercept one of his own sides' Hi-Zacks. He fails but gives Camille enough time to impale the Hi-Zack with the beam rifle's bayonet. As Camille goes to retrieve his rifle, the Hi-Zack takes him by surprise and pins the Zeta against a building and Jerid in the Byalant moves in for the kill.

Ajiss lands his Asshimar in between the Byalant and the Zeta, demanding of Jerid, "Why did you try to stop the broadcast? If the Titans are right then we will prove it in the meeting!"

"The Titans are power, and power will make everything right!" Jerid exclaims as he fires a shot straight through Ajiss' Asshimar that ends up striking the conference hall instead of the Zeta. The delegates begin to flee the building.

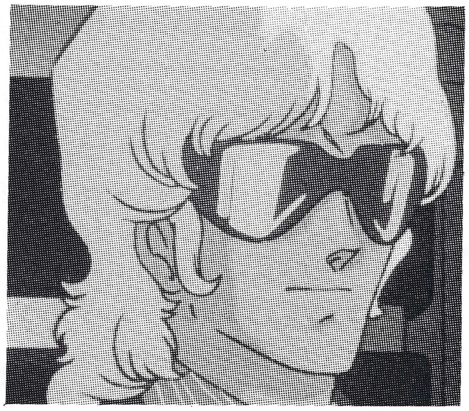
Char continues the broadcast. "Those of you viewing this transmission must realize that this is how the Titans behave! "The AEUG and Kalaba are to blame for taking over this meeting, but the Titans continue fighting no matter the hazard to civilians in the city!"

As Jerid steps over Ajiss' fallen Asshimar, two more land to surround him. They inform Jerid that all Titans forces have been ordered to stop fighting immediately because the battle is being televised. The Titans can't afford to turn everyone on Earth against them.

"So we just let the AEUG do whatever they want?" Jerid curses bitterly as he reluctantly complies with his new orders.

After all the excitement, everyone on the *Aldomura* celebrates the successful mission. Amuro tells Char that the AEUG and Kalaba have grown much stronger because of him. Char thanks him, but feels that he has lost most of his personal freedom by putting himself in the spotlight.

As they raise their glasses to a toast, Amuro says, "To save the human race, a few sacrifices must be made."



38

A Sign of Reccoa

Flying over the ocean, the *Mellowed* continues to pursue the *Aldomura*. Having closed to striking range, Jerid prepares to lead a full mobile suit assault group against the Kalaba airship.

In the *Aldomura*, preparations are being made for Char and Camille's return to the *Ahgama*. The Zeta and Hyaku-Shiki are being loaded into the cargo bay of a space shuttle in the *Aldomura*'s mobile suit deck.

The crew hurries to finish launch preparations as incoming Titans mobile suits are spotted. As the Dijeh and a few Nemos launch from the *Aldomura*, Jerid searches in vain for his familiar targets, the Hyaku-Shiki and Zeta Gundam.

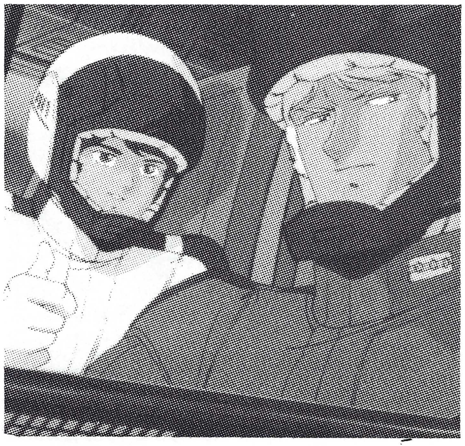
Recognizing the Byalant, Amuro engages Jerid in combat in an effort to keep him from disrupting the shuttle's launch. Jerid realizes that the Kalaba mobile suits were just launched to delay his squadron, and subsequently orders the *Mellowed* to attack the *Aldomura* directly.

"Stop the Aldomura even if you have to ram it!"

The airships exchange missile salvos and anti-missile fire as the *Mellowed* continues to close. Breaking off from the main skirmish, Amuro manages to hit the main bridge of the *Mellowed* with a Krey bazooka shot, sending it momentarily out of control.

Jerid curses and goes after the *Aldomura* himself, only to be attacked by Amuro once more. While Jerid is distracted, the shuttle launches.

Knowing the Zeta and Hyaku-Shiki must be on the shuttle, Jerid gives chase but the rocket backwash from the shuttle's boosters sends the Byalant spinning out of control. As the Byalant plummets helplessly toward the ocean, Amuro fires at it continuously until he scores a hit.



As the shuttle leaves the atmosphere, Char and Camille can see the flashes of a space battle far ahead. They surmise that the *Ahgama*'s in trouble and prepare to use the shuttle's remaining fuel to get them closer.

> **"Stop the Aldomura even if you have to ram it!"**
>
> **–Jerid Mesa**

Yazan, Dankle and Ramses, the Hambrabi team, are executing multiple strafing runs on the *Ahgama*, damaging one of the ship's launch decks.

"Not as well protected as you usually are," comments Yazan. Bachi, a Rick Dias pilot, tries to chase the Hambrabi team but Apori tells him to protect the ship.

Fa tries to get Shinta and Qumu to a safe part of the *Ahgama* while she goes to the bridge to request launch clearance. Bright tells her that the Methuss is the only mobile suit they have left and they can't risk losing it as well.

On the mobile suit deck, Shinta and Qumu have managed to get into the mobile suit. Hesitantly, Bright orders Fa to get the kids out of the suit and then launch into combat. When she arrives the children say they were only trying to help but Fa scolds them and sends them off.

Not too far away, the *Alexandria* monitors the battle. "How does it feel to see your own ship fired upon?" Captain Gaddei asks Reccoa Londo. She responds that she only wants to be treated like any other normal Titans member. The Captain still doesn't trust her and doesn't mind letting her know that.

The Hambrabi team ensnares Bachi's Rick Dias with their electrified whips, the sea serpents. While his suit is paralyzed, the three riddle his mobile suit with beam fire. Apori tries to avenge Bachi's death, but only succeeds in getting himself entangled.

Fortunately, Fa in the Methuss manages to cut him free before the Hambrabis attack again. Camille and Char finally launch from the shuttle, arriving just in time to see Yazan destroy the Methuss.

Fa manages to eject to safety just in time. As Camille recovers Fa's escape capsule, Char has the *Ahgama* launch the megabazooka launcher. He takes aim at *Alexandria*.

Feeling Char and Camille's presence, Reccoa tells Captain Gaddei to order the *Alexandria* to retreat. When he asks her why, she tells him that the megabazooka launcher is targeting their bridge. "I can't see that on any of our monitors. How do you know?"

"Char and Camille are back! Can't you feel it?" Realizing how serious she is, the Captain gives the order for a full-speed retreat. Char fires and the beam rips through space where the *Alexandria* used to be. The remaining Titans mobile suits retreat as well, knowing it will be awhile before Char can fire again.

There is a half-hearted reunion on the *Ahgama* with Camille and Char's return. Bright tells Char that his speech reached the space colonies and gave the spacenoids hope.

Apori mourns alone for Bachi's death while the others of the *Ahgama* celebrate. Later, Camille questions his feeling that somehow, Reccoa must be near, despite her apparent death.

The *Ahgama* heads for the space colony 13 Bunch at Side 2.

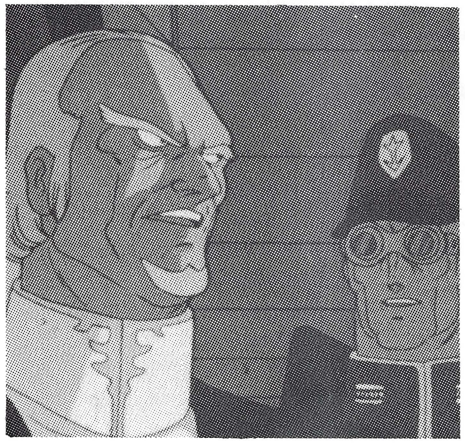
39

Lakeside

The Titans have split their space fortress Gripps into two pieces. The old Jion base "A Baoa Ku" has been renamed "Gate of Zedan."

Stationed by Luna 2, this area is the Titans stronghold. It is here that Jamitov Hyman and Bosque Omn discuss the use of the colony laser, Gripps 2.

As Gripps 2 is moved into position they contemplate how much longer they'll listen to the Earth government. It is Bosque's belief that the AEUG can be destroyed with one big "push."



He departs in the *Dogoth Gear*, preparing himself to deal with Haman Kahn and Paptimus Scirocco sooner or later.

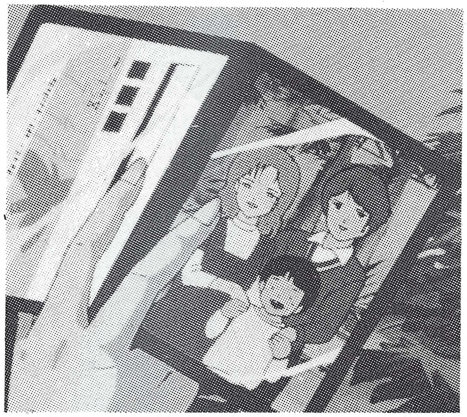
In the 13 Bunch colony at Side 2, the *Ahgama*'s crew tries to enjoy some leisure time. Camille, Fa, Shinta and Qumu board a monorail train to do some sightseeing.

Riding the same train is Titans biosoldier Rosamia Badame, completely oblivious to their presence. She thinks she feels something when they get on, but passes the feeling off as nothing.

Rosamia is going over some military information, trying to figure out what the *Ahgama* is doing there. On the outer ring of the agricultural stations on the colony, two Hi-Zack Custom pilots are considering ambushing AEUG mobile suits.

As Camille, Fa and the kids depart the train, Rosamia finally catches a glimpse of them. Instantly she recognizes Camille as her older brother and begins to follow them. Camille is preparing to take Fa, Shinta and Qumu on a horse carriage ride when Rosamia introduces herself.

Seeing Camille has triggered a personality switchover in Rosamia's brain and she begins to act more as a young girl the longer she is in his presence.



Just outside the colony, Char is patrolling the area in the Hyaku-Shiki, murmuring to himself that nine AEUG units have been ambushed in this area. The two Hi-Zack Custom pilots, Kalah and Sorama, spot him on their monitors and decide to go for number ten.

Kalah, seeing that it is a gold mobile suit, realizes that it is associated with the *Ahgama*. "Let's go for it anyway! It's number ten!"

Camille and Fa express their doubts about Rosamia being his sister. She produces a photo from her briefcase of them as children. Camille still doesn't recognize her, though she bears a striking resemblance to the woman Franklin Vidan was having an affair with.

Rosamia tells them how her younger brother was killed when the space colony was dropped on Earth during the One-Year War, and she never knew whether or not Camille was alive until now.

During the battle outside, Kalah accidentally shoots a hole in the colony. He and Sorama fly inside for cover. With one hole in the colony they figure a few more won't matter since they're in enough trouble already.

Shooting out at the Hyaku-Shiki they blast another gaping hole in the side of the colony. Char flies in and destroys Kalah's Hi-Zack Custom, creating yet another hole with the explosion of the mobile suit.

Still unmolested by the mobile suit battle, Camille, Fa, Rosamia and the kids enjoy rowing a boat upon a lake. Rosamia, Shinta and Qumu have found another child in the area that they decide to take along with them . . . the child happens to be Mineva Zabi. Rosamia takes Mineva back to Haman before the mobile suits reach their area.

With Mineva safe an Axcis Gaza C, hidden in a building, joins the fight. Char refrains from using his beam rifle to avoid any stray shots from further damaging the colony.

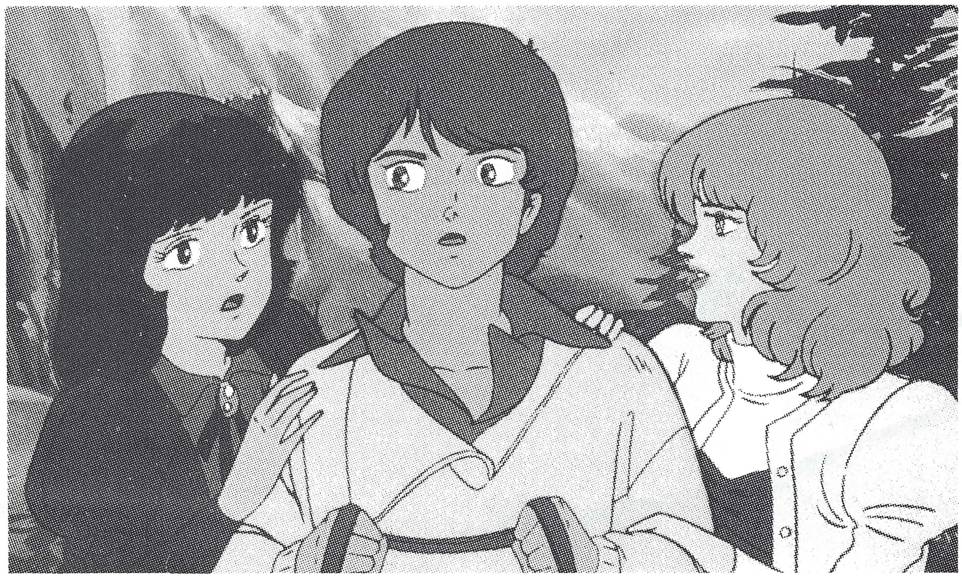
The Gaza C pilot and Sorama have no such compunctions. Char manages to cripple Sorama's mobile suit, giving Sorama time to escape.

Firing at the Hyaku-Shiki, the Gaza C blows up Sorama's Hi-Zack Custom before Sorama can get out. The hole created by the explosion causes a decompression vacuum that the Gaza C must use all of its thrust against to prevent being dragged outside the colony.

Angered by the other pilot's disregard for the condition of the colony, Char shoots him. The pilot loses control and the suit is dragged out through the hole, blowing up outside the colony.

Against the fierce wind, Camille, Fa and the others struggle to the safety of an emergency shelter.

Back at the Ahgama, officials from the space colony wait to speak with Char. They know the incident wasn't his fault, but have to take him in anyway. Char goes with them willingly. Rosamia stays with the group, but her presence makes many people uneasy.



40

Activation of Gripps

In one of the recreation rooms aboard the *Ahgama*, Rosamia, Shinta and Qumu are playing with Haro. Camille, Fa and Emma watch the three somewhat nervously. The crew finds Rosamia's juvenile behavior confusing, if not disturbing. Emma can sense that there is something strange about her, beyond the unlikely story that she is Camille's younger sister.

During a meeting in the briefing room, Bright says that he suspects the Gripps base has been converted into a colony laser. Camille, Emma and Apori are assigned to fly out and monitor the Gripps space fortress. Char suggests that Doctor Hassan give Rosamia a routine check-up.

"Why? Do you think she's a bio-soldier?" Camille asks. Char denies the accusation.

At the Gripps base, aboard the *Dogoth Gear*, Paptimus Scirocco and Reccoa Londo are conversing on the mobile suit deck.

"You came to the Titans to find rest for your soul," he tells her, "since none of the men on the *Ahgama* could realize that, you were forced to play the 'tough soldier' role." As he pulls her closer, she offers slight, ineffectual resistance.

"This warmth is what you are looking for," he whispers to her. "If my heart does not bring you comfort, then stab a knife through it. I won't resist." Reccoa no longer tries to push him away. As he prepares to leave the *Dogoth Gear* he tells her, "I'm returning the Pallas Athena to the Jupitoris. I leave the Messala in your care. Do with it as you will."

◆

Camille, Emma and Apori launch from the *Ahgama* toward Gripps. As the sensors from the *Dogoth Gear* pick them up, Bosque Omn orders a group of Barzams to launch in interception. Reccoa is assigned to lead the squadron in the Messala. Bosque plans to judge Scirocco's loyalties by Reccoa's actions in combat.

The AEUG group is using inflatable dummy asteroids to camouflage their movement, but Reccoa spots them nevertheless.

She hesitates to give their location away to the other Titans pilots but then thinks to herself, "What's the matter with you? You're not with the AEUG anymore. You can never go back."

With new resolve, she launches a flare burst from the Messala into the midst of the AEUG mobile suits, pinpointing their location to the Barzam team. As combat begins the Zeta and the Messala exchange fire, Camille assuming that it is Sara Zabiarov he is fighting.

Reminding him that the reconnaissance mission comes first, Emma orders Camille to disengage and continue on to Gripps. As he complies, Reccoa gives chase. When Emma tries to stop the Messala, Reccoa opens communications and demands, "Emma, let go of me!"

"They expect me to act like an adult, but they keep treating me like a child."

–Camile Vidan

Shocked by the sound of a dead friend's voice coming from an enemy unit, Emma releases her and the Messala continues its pursuit of Zeta Gundam.

Back at the *Ahgama*, the crew prepares to launch more mobile suits in case the battle continues. On the mobile launch deck, Rosamia watches the preparation and suddenly feels almost overpowered by a subconscious need to fly into combat herself.

Fa arrives and calms Rosamia down before she can act on any of her impulses. "I want to fight. Somebody give me a mobile suit," she says to herself in the voice of one personality and in the words of another.

The Messala eventually catches up with the Zeta and the two resume their duel. Having left her communications channel open, broadcasting every word she says, Reccoa inadvertently tips off Camille to the fact that Sara isn't piloting the Messala. Camille comes to realize this and forces the Messala into a large piece of space colony wreckage. With the Zeta floating along, just watching, Reccoa opens the cockpit hatch and steps out patiently, knowing Camille will not kill her.

"Reccoa, you're alive," Camille broadcasts while leaving the Zeta.

"It's been a long time," she responds.

"This is all some kind of secret mission, isn't it?" Camille asks nervously. "To infiltrate the Titans and learn their secrets."

"It's kind of you to think so, but I joined the Titans of my own free will," she says ashamedly, unable to look Camille in the eye. Camille refuses to believe her, pleading with her to come back to the AEUG.

"There's nothing left for me on the Ahgama!" Reccoa says as she pushes away from Camille, trying to end the tearful reunion.

She returns to the Messala and prepares to take off but Camille persists by knocking on the cockpit hatch and begging her not to go. As her final act of friendship, she tells him, "The Gripps 2 laser is complete. Make the Ahgama retreat. Farewell, Camille." The Messala takes off, leaving Camille floating in space, still calling her name.

When later asked to report on the mission, Camille denies meeting up with Reccoa. Emma, however, knows the truth. After arguing with Emma, Bright and Char, Camille leaves the briefing room while grumbling to himself, "They expect me to act like an adult, but they keep treating me like a child."

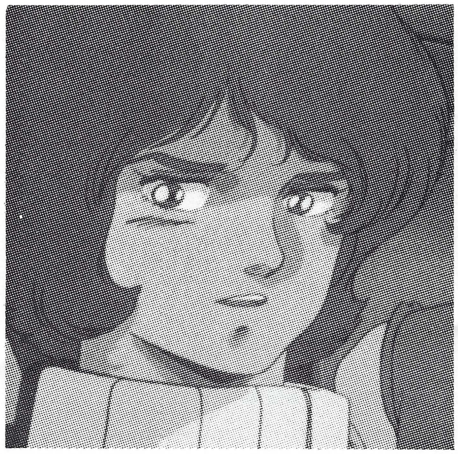
Back on the bridge of the *Dogoth Gear*, Bosque Omn gives the order to fire the Gripps laser. Reccoa asks permission to leave the bridge but Bosque demands that she stay and watch.

The mobile suit pilots aboard the *Ahgama* prepare to launch, hoping to assault the Gripps fortress before the laser can be used. They realize they are far too late when the beam tears through space, just missing the *Ahgama*. The beam continues on to punch a hole straight through one of the Side 2 space colonies. Camille can feel the thousands of space colonists dying in his mind.

"They must realize how meaningless it is to oppose the Titans!" Bosque laughs triumphantly.

Reccoa leaves the bridge of the *Dogoth Gear*. In the hallway she starts crying, whispering to herself, "You can never go back."

"That kind of power," Camille says, "one person can't fight that."



continued from page 23

question, Junchoon is showered with grenades. The nimble Colus quickly blocks the barrage with his veil and the remains of the Maglow.

Hagooda's secret weapon at last reveals itself to Colus. It is the yellow Boowrey, Guiello. Colus quickly orders Uricul to drop the jamming field and transmit a picture of the Boowrey back to the Trio headquarters.

Guiello is also sending in a report, although one with more ominous undertones. "It was worth staying back by myself. Just look what I found."

To his fatima Syucha, "Contact Hagooda. Send my apologies to our leader, but I'm taking Colus' head," he says with an evil grin. Ominous clouds gather in the skies above.

Back at Jarth, Clotho and the young princess Saylah notice the turbulent clouds overhead. "Rain," murmurs Clotho absently.

The light rain has become a downpour which affects the Boowrey's efficiency. Guiello grumbles that the combat programs won't work in the rain and make the joints feel heavy.

Impatient when that "useless doll, Syucha" cannot alter the combat programs fast enough, Guiello is taken by surprise as Colus lands two quick, clean blows.

Stunned by Colus' speed, Guiello orders a damage calculation. Syucha informs him that there is not enough damage to be calculated. Guiello notices that the Junchoon's spuds are wavering in the rain. "I understand. His swords aren't working yet. That attack was all show! Well, I'll show him the power of the Boowrey!"

Uricul informs her master that since the land booster has taken one-third of their power, they can only spare one-third the normal power to the weapon systems. Colus decides to leave since the Boowrey must realize that Junchoon is only partially completed. Colus' thoughts are interrupted as the Boowrey leaps through the curtain of rain and lands a firm blow on Junchoon's control unit. Junchoon is toppled by the force.

"Ha!" taunts Guiello. "The weakling is easily pushed down!" Now, with the upper hand, Guiello continues to press his attack, putting Colus in a tight squeeze.

The sound of breaking ribs can be heard above the drone of the downpour. His voice permeated with pain, Colus orders Uricul to take control of Junchoon. With lightning speed Uricul kicks in the remaining power, launching Junchoon into the air and firing the power launchers.

One bolt strikes home, delivering a fatal blow to the Boowrey's fatima-control system. Junchoon fumbles awkwardly in the air.

Colus asks if they will be able to make it back into friendly territory. Uricul tells him flatly, "No. The power's feeding back and the ezlaser engine's outside limiter and compressor system is failing."

Shortly thereafter the Junchoon loses all power and crashes into the jungle just shy of the border.

Across the river Guiello checks the status of his own mortar headd. The smoke spewing from the fatima-control unit tells him that it is completely unmovable and in addition, Syucha is dead.

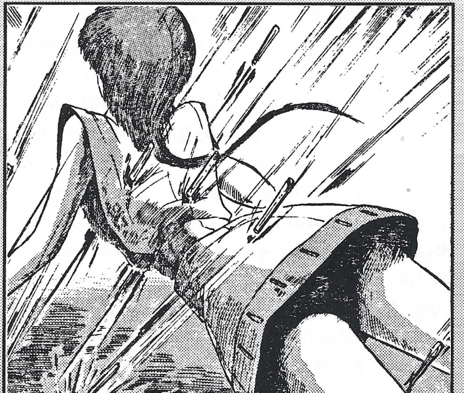
"Didn't even last a year and already dead."

When reinforcements in the form of Mimiba tribesmen arrive to assist Guiello, he gives orders to call Hagooda and send a mortar headd to pick up the damaged Boowrey and "the white one," the Junchoon. Motioning toward his dead fatima, "The rest of you throw that trash away!" Guiello departs, leaving behind two of the tribesmen to unceremoniously dump Syucha's lifeless body into the water.

Across the river, both Junchoon and Colus rest in the seclusion of Juno's deep forests. They're in serious trouble—10 km from the border and both badly injured.

Uricul pleads with her master to leave on foot. Looking up into the face of Junchoon, Colus tells her that he can't leave his treasure.

"Besides, look at me. I have five or six broken ribs."



"No," pleads Uricul "you are the King!"

If the Colus nation falls apart because of his death, then it was not a true royal family, Colus rationalizes as he passes out.

Uricul knows that she must protect her master, so she tenderly places him on a stretcher, apologizing to Junchoon. "If Colus were to remain, he would die trying to protect you," she says.

A short while later, noticing something in the forest, Uricul quickly hides her master. The sound of the approaching pursuers grows closer. With a pained look, Uricul covers her master, fearing that this will be the last time she sees him.

Uricul leaps into the air as the Boowrey Knights sail into the clearing. "I've got to distract them or they will find the master," she thinks, barely avoiding perforation by a Mimiba tribesman's throwlancer.

She wonders what kind of knights these attackers are, knowing that if she is surrounded, she is dead. Her blade flicks forward, deflecting another throwlancer volley and with a slight twist, continuing her spud through a tribesman's shoulder.

In another part of the jungle, the pale light from one of Juno's full moons illuminates the Junchoon in radiant splendor. One of Maglow's dispatches discovers Junchoon.

The Maglow headdliner hears footsteps and asks impatiently, "What took you so long?"

The Maglow finds himself face to face with a mysterious mortar headd and soon, his face and head has been separated from his body. Stepping into the moonlight, the headdliner Dr. Dippa Droppos gazes up at the Junchoon, gleaming in the moonlight.

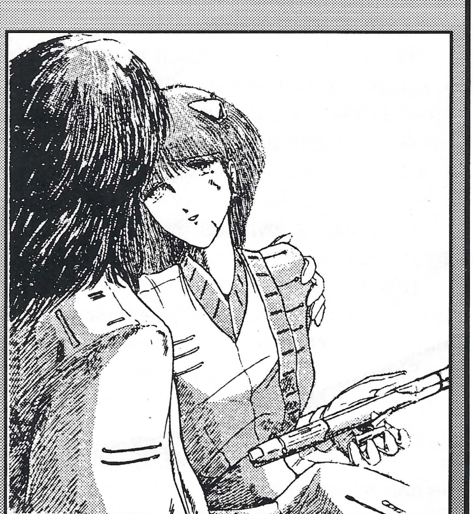
"A pure-white mortar headd. It looks like a virgin made of jewels." Turning to her fatima, "What do you think, Achilles?" Achilles agrees.

Meanwhile, Uricul dispatches another Mimiba tribesman. There are now four more to be dealt with. Before she can act, Guiello ambushes her. "Enough playing around," he says, and delivers a fatal undercut to her side. She topples over heavily in a cloud of red.

"Very sexy; you have such a nice pose," he says mockingly. Before she can get up, Uricul is attacked by throwlancers and collapses. Although Guiello suspects Uricul was trying to distract them, he is determined to find Colus.

"Strip her. Then tear out her intestine so we can show it to Colus."

Before his plan can be executed, Guiello looks up to find the menacing figure and glaring eyes of King Colus III emerging from the jungle. Colus sinks to the ground to gently cradle the dying Uricul in his arms. Uricul apologizes for her mistakes and returns the spud and throwlancers that Colus gave her when they first met. "I'm going to return these. I don't think I'll need them anymore."

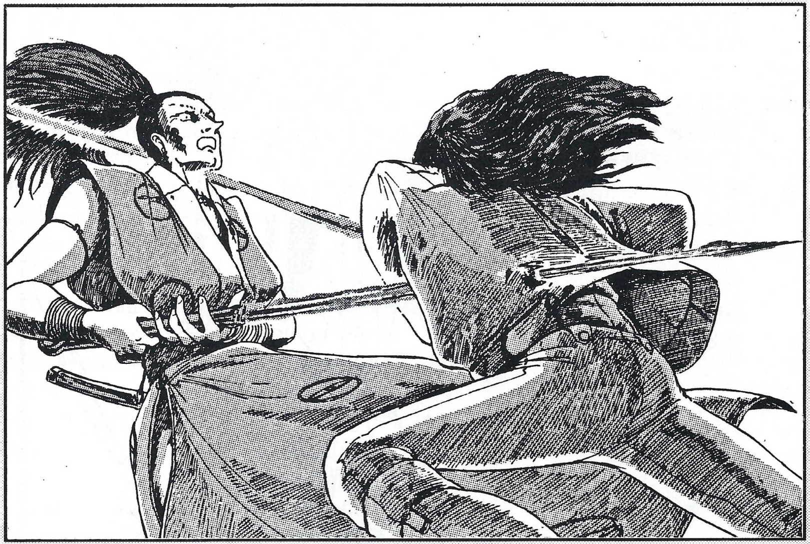


"Uricul!" is the only response the distraught Colus can muster as he looks into Uricul's pained, tear-filled eyes.

"Don't forget about me," she whispers, and closes her eyes.

Guiello laughs cruelly at the "touching" scene. "After all, it's only a fatima or two. Won't your wife be jealous?"

Guiello introduces himself and asks if Colus will fight him, adding that even though Colus is injured, he will show no mercy!



The enraged Colus reacts like lightning, quickly piercing the neck of the man who killed his beloved Uricul, even as he allows Guiello's blade to penetrate his already injured side.

"You don't understand the sadness of fatimas," Colus thinks wildly. "They only wanted to be born human!" Colus reels from the force of the attack as his blade and Guiello's body simultaneously hit the forest floor.

With their master dead, the Mimiba tribesmen react quickly to carry out their vengeance.

Before the Mimiba can cross the short distance to their victim, a dark shape places its form between them. Soon, the "mercenaries of darkness" are no more and Colus is safe.

Colus apologizes to his savior for not being able to ask the name of his protector.

"Knight of the A.K.D.'s F.E.M.C. and King of Babylon, Falk U. Rogner." Rogner explains that the Junchoon has already been recovered by his men.

"It is unfortunate . . . . " he begins, but Colus, still cradling Uricul's body, is not listening.

Back aboard the Boowrey battleship in Dondo, the Boowrey Red Head and the Boowrey Blue discuss the ramifications of the wounding of Colus.

Hagooda will become serious about conquering Colus, the Red Head feels. Blue wonders if the troops of Hagooda's allies will join in the fight.

While the war seems to be going their way, Red cautions against becoming overconfident, pointing out that Guiello died because he underestimated Colus. He orderss Guiello's body and mortar headd to be sent home. Bowing politely, Blue leaves to carry out his orders.

The Boowrey Red Head contacts his master, King Lader VIII of Imperial Philmore, and gives his report on the Colus-Hagooda situation. Lader is pleased, having dealt a serious blow to Colus. He asks the Red Head to forget his personal problems with Colus and return home.

"After all, you are a Kneue Slytiss Knight, aren't you, Vralgo?" Lader has done his part, the rest is up to Lord Colett Cruel of Both.

The Fate of a Fatima

A Trio Knight brings Queen Elmelah, Princess Saylah and Clotho the news that King Colus III has survived the night and is in a stabilized condition. Queen Elmelah refuses to go to the hospital to see her husband, using the excuse that her presence there would alarm the people unduly.

Later that day, when she and Clotho are alone, Elmelah tells Clotho that she had loved Colus from the moment they first met in college, even before he became King. Unable to face Clotho directly, Elmelah continues.

"You fatimas are the ideal woman; you don't age, you're always beautiful, and you obey your master without question. From a woman's point of view, fatimas are just a collection of envy and jealously. As we age slowly, *you* stay as beautiful as when you first met the man. To love from the first time, never changing that is the ideal for most men . . . .

"Do you know what love is? Do you know what it means to love someone to death? It's not like loving a master. For we human women with knights as husbands, it's miserable. I found myself almost saying to Uricul many times, 'Please don't take my Colus away! I don't want my children to be knights or my Saylah to marry a knight.' I don't want to see Colus' sad face over the loss of Uricul—that's the real reason I'm not going to the castle."

Elmelah knows her husband is a good king and first-rate knight, but she wants to be Colus' wife, not just a machine to produce babies. Even though the Kneue Slytiss use and throw away their fatimas, they have wives and lovers; humans, *not* their fatimas.

"I might have been much happier that way. That is why I am glad that Uricul is dead," concludes Elmelah, with tears flowing down her sad, lovely face. Clotho remains firm.

"I'm going to the castle."

"You don't understand how we feel, do you, Clotho?" asks Elmelah sadly. But Clotho understands all too well.

Clotho tells Elmelah that if she had accepted mind control she would have called Amaterasu or Colus her master, but she didn't want to give up her freedom. Being of the same mind, her sister Atrophos hid herself rather than accepting mind control.

"My other sister, Lachesis, probably understands you the best, for she married someone worse than we fatimas. She married Amaterasu!"

Elmelah is shocked, for the first time confronted with this candor from a fatima. Opening herself to the wind of Juno, Clotho begins to speak in prophesy:

So the winds will blow, Colus will be shaken, and my older sister and I will will watch over this land, this planet. Watching your daughters' children and their children always.

Easter, Wester, Southerned, Northe, and Fortune, no matter which direction the winds blow. Kind, strong, sad and fragile humans; I shall give a final greeting to that wind in your place, while you must make your final choice. Until the Fortune is born and we open our eyes, it is only a short wait until then.

And we fatimas and all of our hopes will be accepted by Kalen.

The news of Colus' injury and the death of Morard Fatima, Uricul, spreads throughout the Trio de Colus and all of the Five Star Systems. Many people become outraged and come to Juno to fight alongside the Trio against Hagooda. King Colus III shows himself in public and gives many interviews, hoping to raise more outrage in the public eye against Hagooda.

Epilogue—S.C. 2 July 2989

At the No. 2 airport in Jarth the enlistees gather, some hoping for riches, some hoping for glory, others simply looking for an answer to a mystery. One such man is Meister Ladios Sopp of Delta Belune.

"It's hot, just as I thought," comments Sopp. "Juno . . . ." ■

END—CLOTHO THE SLEEPING WITCH, ACT I

Next issue: Will Colus avenge Uricul? Will Ladios Sopp honor his obligation to Colus? Are the people of Juno ready to face the true price of war?

MECHA FILE

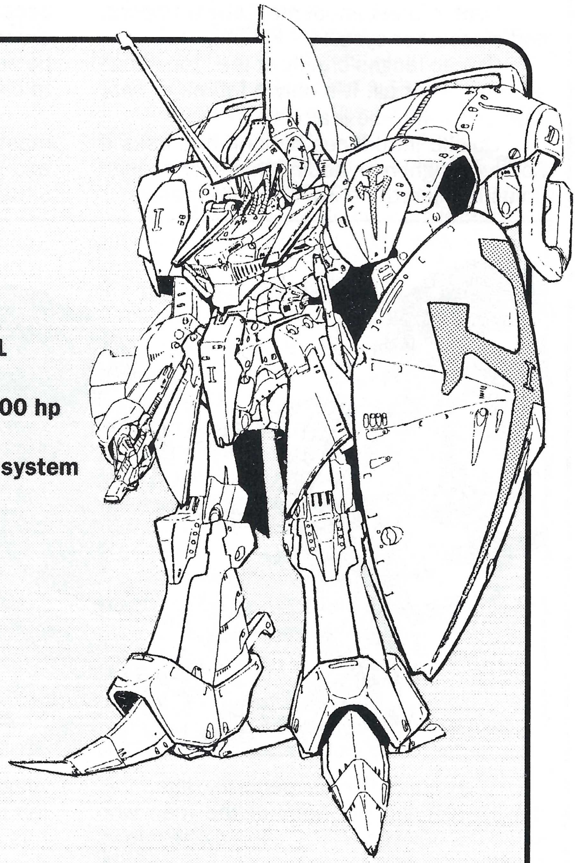
BY MARK SIMMONS

A Continuing Series on the Mechanics and Robots of Japanese Animation

***The Led Mirage from Mamoru Nagano's manga and now-animated feature film,* The Five Star Stories**

Led Mirage

Body type:	**Mirage B**
Height:	**18.7 m**
Width:	**9.5 m**
Dry weight:	**112.7 tons**
Normal weight:	**120 tons**
Combat weight:	**175 tons**
Power plant:	**Ezlaser system x1**
Min. output:	**1,200,000 hp**
Normal output:	**2,300,000,000,000 hp**
Max. output:	**Unknown**
Control system:	**Analog computer system for headdliner**
Armor type:	**Neoxin**
Construction:	**2,300 hours**



© Toys Press

The world of *The Five Star Stories* is made up of the six habitable planets of the Easter, Wester, Southerned and Northe solar systems, known collectively as the Joker Systems.

For two thousand years, the rival nations of these worlds fought their wars with the mighty war machines called mortar headds. While they did not entirely replace the older weapons, during this "Age of the Mortar Headds" these huge, humanoid machines were the focus of military conflict . . . and for many, the focus of personal conflicts as well.

There are several classes of mortar headds. The lower grades are the mass-produced machines used as infantry forces; ranking above these are the heavy mortar headds used by the nobility such as Uber of Bustogne.

The value of mortar headds is limited by their control systems. In less sophisticated mortar headds, the human pilot (or headdliner) is supported by an organic, nonhumanoid computer called an etriml. In more advanced machines a bio-genetically engineered being known as a fatima is used, but only with the elite of the headdliners, the legendary Temple Knights. Each major military power has a handful of these Temple Knights and their symbiotic mortar headds.

The first modern mortar headd was the Horned Mirage, constructed in the year S.C. (Stellar Calendar) 2813 by the Amaterasu Kingdom Demesnes of the planet Delta Belune. The Amaterasu Kingdom Demesnes and their Temple Knights (known as the Mirage Knights) possessed the cutting edge in mortar headd technology due to the skills of the ruling King, Amaterasu, and the famed fatima meight, Doctor Ballanche.

History of the Led Mirage

The prototype of the Led Mirage is the Covered Mirage. Three of these (codenamed E-S, E-L, and E-N) were constructed; they have most of the features of the Led Mirage, such as laser-deflecting chest plates, detachable armor plating, and heel spurs (which anchor the mortar headd to the ground to counter the recoil from heavy weapons), as well as the large shield, or "vail," which houses a supplementary power generator and the two beam launchers.

The first three operational Led Mirages were built in S.C. 2989. By S.C. 3007, the full run of 41 had been constructed. It was then possible for every Mirage Knight to pilot his own Led Mirage.

Meanwhile, the other mortar headds in the Mirage series such as the stealth mortar headd, Terol Mirage, the field commander-type Cross Mirage, and even the two "hunting" mortar headds—the Jagt Mirage—were constructed. Also, many Mirage Knights customized their Led Mirages, such as Falk U. Rogner, who piloted the Babylon Led Mirage. Finally, seven Led Mirage-IIs, an upgraded version of the original Led Mirage, were built after S.C. 4100.

COMBAT SERVICE OF THE LED MIRAGE

2989	**Colus-Hagooda battle on Juno**
3159	**Addler War**
3199	**Both War**
3237	**Battle against the alien Valkyrie race on the planetoid, Stant**
3238	**Invasion of Kalamity Goderce**
3960	**Final battle of the war on Juno**
4100	**Acted as escort to the battleship *Will* while leaving the Joker Systems**

The Led Mirage is used only by Amaterasu's Mirage Knights. The Mirage Knight headdliners generally work in conjunction with Ballanche fatimas.

Construction

The Led Mirage stands 15.2 meters tall and weighs 112.7 tons, unloaded (up to 175 tons with all equipment). It is equipped with the Ezlaser engine developed by Amaterasu, a high-output thrust system which permits fast ground movement as well as space mobility. The Led Mirage is unable to fly in atmosphere.

Power is provided by a photon reactor/generator, a high-efficiency solar-powered engine which absorbs light and derives energy from high-powered photon interactions. The Led Mirage has a large power reserve for supply between rechargings. The vail is equipped with a secondary generator, giving the Led Mirage a substantially greater power supply than in earlier mortar headds.

This high power output is further enhanced by the fatima. With these humanoid computer systems (invariably female in appearance), the mortar headd's power output can be multiplied by a million times for short periods of time—the Led Mirage's normal output is 1.2 million hp, but it can generate up to two *trillion* hp with a fatima boost. This extra power can be used for special effects such as teleportation. The fatima sits in the mortar headd's head and monitors damage and power levels. The headdliner is located in the chest, in front of and below the mortar headd's face.

The mortar headd is built upon a skeletal frame and appears to have a semi-organic nature; like the fatimas, it has a rudimentary intelligence without benefit of additional programming or human intervention. Mortar headds have been known to defend themselves from attack even when unmanned.

The Led Mirage is well defended. Apart from the standard armor, it has several detachable armor plates (which can be jettisoned to lighten the mortar headd in combat), the veil armor, and two laser-deflecting plates attached to the chest which protect the headdliner and fatima from light weaponry and infantry attacks. Its anti-personnel weaponry includes lasers, vulcan guns, missiles, and "S-mine" explosives. It also has anti-missile guns.

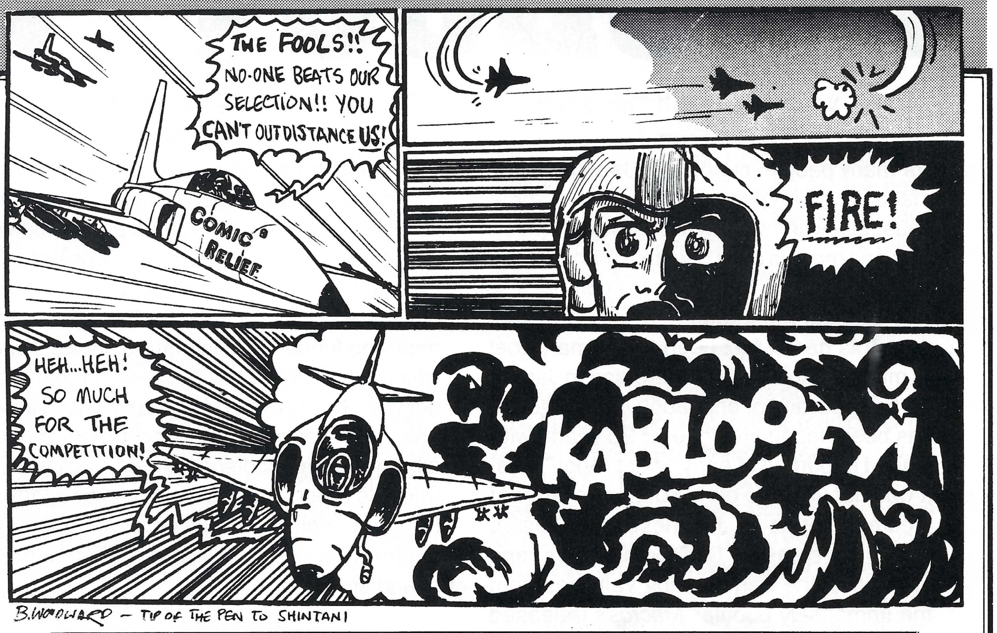
Equipment

The primary hand-to-hand weapon of the Led Mirage is the "spud," a sword or dagger which can be charged with energy from the mortar headd's generator. The Led Mirage also has a spud blade attached to its forehead; the heavy counterweight on the back of its head provides added force to the spud's blow. Alternately, the Led Mirage may use a beam saber, the blade of which is entirely energy, as opposed to energy channeled through a solid blade.

The vail also contains a wide variety of weaponry, including crushing claws, S-mines, beam launchers, missiles, spare spuds and beam sabers.

The Led Mirage's major weapon is its flame launcher. This is a 30-meter flamethrower that emits a 150-meter burst of intense heat fueled by a huge tank of "Liquid R" carried on the mortar headd's back. The Led Mirage may also use buster weaponry, heavy energy cannons like the ones used by Amaterasu's personal and unique mortar headd, the Knight of Gold.

For more than one thousand years, the Led Mirage has been one of the most powerful mortar headds in existence. Like the Tyrannosaurus Rex of an earlier era, it was the most successful predator of its time. Like the king of the dinosaurs, its time eventually came to an end. The Led Mirage only showed itself in the Joker Systems eight times, and fought in only six "official" battles (the Juno Colus-Hagooda conflict was not an official battle). The Led Mirage has lived up to its name, and is truly like a mirage.


THE FOOLS!! NO-ONE BEATS OUR SELECTION!! YOU CAN'T OUTDISTANCE US!
COMIC RELIEF
FIRE!
HEH...HEH! SO MUCH FOR THE COMPETITION!
KABLOOEY!
B.WOODWARD – TIP OF THE PEN TO SHINTANI

Come choose from the Bay Area's *Largest* selection of • New Comics and Back Issues • Golden Age, Silver Age and Collectable Comics • Graphic Novels • Japanese Animation • Underground and Small Press Comix • Posters • T-shirts • Videos • Comic Storage and Preservation Supplies • Movie and TV Books and Magazines • Calvin and Hobbes, Bloom County, Doonesbury, Far Side, etc. • Buttons and Greeting Cards • Experienced and Friendly Staff
buy • sell • trade

FULL SERVICE MAIL ORDER AVAILABLE!

Dependable! ✸ Quick Service! ✸ Inexpensive!

☆ ***SEND US YOUR WANT LIST*** ☆

***LARGE* SELECTION OF JAPANESE COMICS AND BOOKS!**

Send inquiries to "**Dept. A**"

Comic Relief
2138 University Ave.
Berkeley, CA 94704
(415) 843-5002 new comics hotline: (415) 843-1530

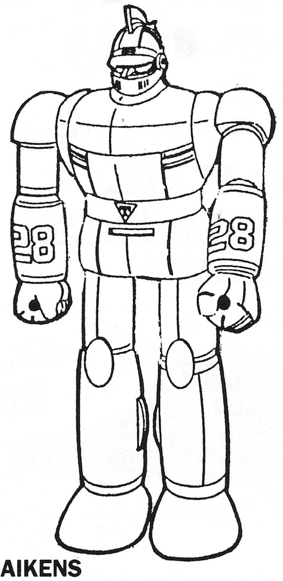
COMIC RELIEF

PRODUCT WATCH

. . . Where Does All This Stuff Come From?

For many people, curiosity in Japanese animation was first piqued by the sight of some unusual toy or model in a local store. These toys and models exist because many animation features are funded by toy companies, who sponsor the features to sell their product. This has in fact been the primary goal of many TV shows, both here and in Japan.

The importing of animation-related goods has been happening for over 25 years, with limited importing of early "giant robot" toys. It was not until the early 80s, however, that greater interest in Japanese toys began. The U.S.-released Godaiken series and especially, the transforming Valkyries from the immensely popular *Macross* (released in the U.S. as *Robotech*) series helped spur toy and model sales. Although sales have decreased since that early boom, there is still a substantially larger consumer base in the U.S. than ever before. To increase sales, importers have begun to expand the variety of products being imported.



THE GODAIKENS
Released by Bandai America, with special English-language boxes, this line featured a variety of "giant robots" from Japanese animated and live-action TV shows dating back to the late 70s with *Tetsujin 28* (broadcasted in America as *Gigantor*). Consumers flocked to these toys because of their novelty value, sturdy metal construction, and variety of interesting missiles and accessories. Considering that there was never a TV show to market these toys, the line was quite successful.

The New Wave of Merchandise

The recent importing of Japanese animation-related goods has varied from the earlier toy robot imports. Yes, the robots are still being brought over and yes, they're still one of the biggest sellers, but the amount of new product is steadily decreasing as the toy companies who funded the animation shows, from which the toys directly descend, cease production. Current imports lean heavily toward animation laser discs, video tapes, music albums/compact discs, games, garage kits (models produced in limited qualities, often from a modeling enthusiast's own garage), posters, comics, and a variety of other merchandise.

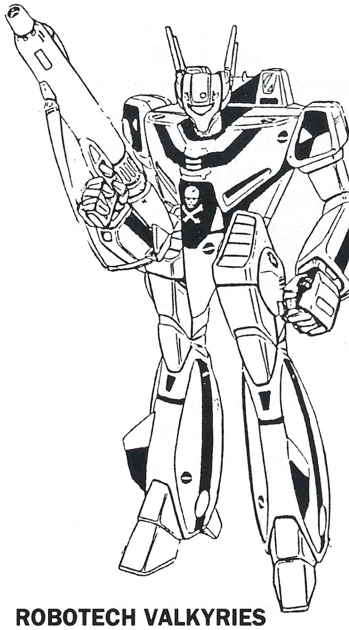
Video Tapes and Laser Discs

The high number of video tape and laser disc imports of Japanese animated features in both retail and rental stores has made previously difficult to obtain (if not impossible) material almost simple to find. Several large importers (such as Books Nippan, based in the L.A. area) run successful mail-order businesses where animated features are available. Animation tapes are also available for sale or rental in Japanese community centers across the country. Video tapes in America, including the import mark-up, usually cost anywhere from $50.00 to $200.00. Books Nippan-affiliated U.S. Renditions is scheduled to release English-language subtitled versions of *GunBuster* and *Dangaio* in January. Both tapes will be in VHS format and will cost $34.95 each.

But before you run out and buy all those tapes you've been wanting, think about this: many fans are turning from video tapes to the more recent laser discs, which not only have superior picture and sound quality, but show little wear and tear, if any. Laser discs can also cost less than video tapes, ranging in price from $50.00 to $150.00.

Music

Just as popular as the features they accompany is the music. Opening songs, closings, anthems, companion pieces, "image" albums (although not actually heard in the feature itself, the music is recorded to create a certain mood or theme), and even *karaoke* songs (from the Japanese "kara," meaning empty, and "oke," orchestra, in which the hapless victim is urged by his drinking buddies, usually after several rounds of *sake*, to go up on a stage and sing along with a pre-recorded soundtrack) are available in record, tape, karaoke laser disc (with video and lyrics running along the bottom of the screen) and compact disc format.



ROBOTECH VALKYRIES
Although Valkyries weren't among the first toys to hit U.S. shores, they were definetly among the most successful. The Valkyrie is a transformable fighting machine as seen in the Japanese TV series *Macross*, which was released in the U.S. as *Robotech* and spawned a huge fan following with an appetite for Robotech merchandise.

The toys first began appearing in late 1983. The complete appearance change from a robot to a convincing jet fighter, along with its quality construction, appealed to American consumers. Importers could not bring over the Valkyries fast enough to satisfy demand for these transforming wonders.

Animation songs are often sung by young, popular singers who later crossover to gain mainstream success. MIO, for example, began her career with the themes to the animated TV series *Dunbine* and *L-Gaim*, and has since released other non-animation related albums.

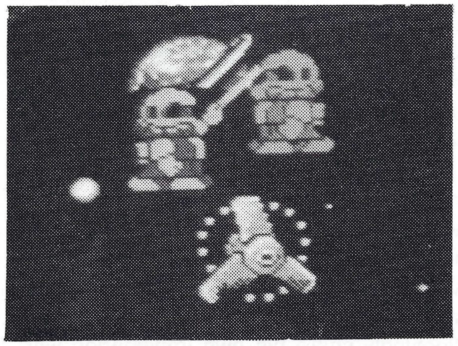
Models

The modeling industry in Japan has undergone a major transformation with the decline of the giant robot shows, and even though some of the larger companies have scaled down their operations, a number of smaller garage kit companies have stepped in to take their place. A recent convention in Tokyo featured a Mamoru Nagano *Five Star Stories* theme . . . the convention was a great success. Models from American television and film were also popular with garage kit enthusiasts; the Queen Alien from the film *Aliens* and the ED-209 from *Robocop* were quickly sold out only a few hours after the convention's dealers room opened.

Don't count the big companies out yet, though. Bandai, by far the largest model/toy company, built their reputation (and fortunes) upon the still-hot Gundam models. "Super-deformed" (caricature) model/toys are also big sellers.

The Fami-Com

The Nintendo video game craze that is now sweeping America swept Japan several years ago and is still going strong. In Tokyo, lines form hours before the shops open to get the latest additions to their "Fami-com" (family computer) libraries. Often, the people waiting in the lines are adults buying the games for themselves. As with manga, Japanese video games cover a wide spectrum of interests, such as sports, adventure, action and gambling games. Many games are animation-related, featuring characters from such shows as *Mobile Suit Gundam*, *Dirty Pair*, *Gall Force*, *Lupin the Third*, and *Hokuto no Ken*. The recent release of S.D. Gundam II was marked by long lines and a complete Tokyo-area sell-out.



Japanese S.D. Gundam Game

Although few Japanese games are available in America, there are new American games being released constantly, such as Super Mario Brothers 2: Mario Madness (originally called Doki Doki Panic). Many toy stores that carry Japanese systems also carry imported Japanese video games for the Japanese system.

The American Nintendo system is identical to the Japanese system—with one important difference. American systems can play American games only, and Japanese systems play only Japanese games. The decision whether or not to buy a Japanese system and import the games or to purchase the American system and make do with the games on the American market depends on your interests and the types of games you enjoy. The immensely popular Scramble Wars (based on the Gundam world), for example, is currently available only on the Japanese system.

Books and Manga

For many people, the picture-laden and information-packed "Roman Albums," "Mooks" and "Perfect Memory Albums" were the first introduction to the Japanese animation world. Who can count the hours spent pored over a book on a favorite show with a dictionary in hand, trying to decipher a particular scene or bit of information on mecha? There is such a proliferation of these books that it would be difficult if not impossible to collect them all in one lifetime. The library available on *Mobile Suit Gundam* alone would bankrupt most. Numerous book stores (such as Books Kinokuniya, with outlets nationwide) have been importing animation books and manga for years.

As interesting as the animated features themselves are the manga where many TV series were first developed. Serials such as the legendary *Shonen Jump* usually run a handful of comic series that are also running concurrently in animated form.

Japan has the highest literacy rate in the world and this success is reflected in the astounding variety of manga available to the casual reader. One manga in particular boasts of a bi-weekly circulation rate of four million. In Japan, manga isn't just comics, it's a way of life. Men, women, boys and girls avidly follow their favorites week after week, stopping at the local newsstand to pick up a copy before boarding the train for the long commute home.

Recently, American companies such as Eclipse Comics, Studio Proteus and Viz Communications have begun to translate Japanese manga into English for American readers. These comics are carried in comic shops across the country, not just speciality shops.

So Where Do I Get This Stuff?

The following is a short list of distributors and mail-order outfits that carry Japanese animation-related goods. Before sending off your wish list, however, it's generally best to inquire beforehand about the availability of products, catalogs, shipment policies and (of course), prices. Although animation merchandise isn't as common as you'd like it to be, don't be fooled into thinking that there's only one source for a particular item. Shop around whenever possible. Prices can be competitive from one company to another. Making a friend in Japan can also be a good idea. Many friendships have been established through pen pal clubs, and people are often happy to shop for a friend in return for a similar service. Good luck and happy shopping!

Store List

The following list of stores is not intended to be a list of all stores handling mail order for various Japanese animation goods. It is merely a list of addresses available to us at press time. Check your local yellow pages for additional listings. (If you would like your Japanese animation mail-order store's address to be included in this list, contact Animag and we'll be pleased to include you in future listings. Licensed dealers only, please.)

Books Nippan
1123 Dominguez Street, Unit K
Carson, CA 90746
Attn: David Riddick
(Write for Mail Order Catalog)
Animation Books, Manga, CDs, Albums, Posters,
Video Tapes, and Laser Discs

Japan Video
1737 Post Street, #6B
San Francisco, CA 94115
(415) 563-5220
VHS and Beta Animation Tapes

Kimono My House
1424 62nd Street
Emeryville, CA 94608
(415) 654-4627
Models, Toys, Other Goods

Laser Perceptions
3300 Judah Street
San Francisco, CA 94122
Mail Order (415) 753-2016
Japanese Animation Laser Discs

Newtype Hobbies & Toys
1531 10th Avenue
San Francisco, CA 94122
Models, Garage Kits, Other Goods

Nikaku Animart
615 N. Sixth Street
San Jose, CA 95112
(408) 971-2822
Japanese Animation Books, Idol Cards, CDs

Pony-Toy-Go-Round
420 E. Second Street
Los Angeles, CA 90012
(213) 617-0058
Japanese Animation Toys, Model Kits, Video Games

Stargate
P.O. Box 610045
Irving, Texas 75061
(214) 438-3348
Models, Toys

WHO'S WHO

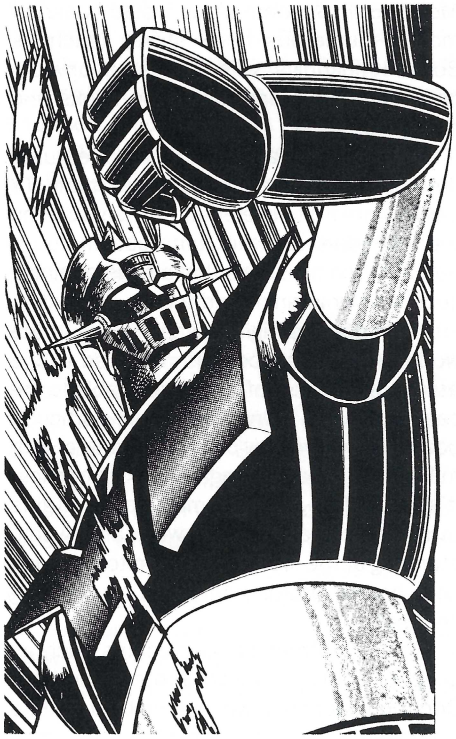
Go Nagai

— The Man Behind Mazinger Z

What kind of man is Go Nagai? When I first met him, I knew of him mainly from his three classic comic stories. First, there was *Harenchi Gakuen* [Shameless School], a 1968 story of an anarchic classroom, where students were continually cutting up, peeking under dresses and stripping naked. Then there was his 1972 *Devilman*, a powerful SF/occult tale of war between good and evil forces. From the same year, there was *Mazinger Z*, the tale of a giant "drivable" warrior robot.

These classics symbolize the three genres Go has mainly worked in — erotic comedies, occult stories, and robot tales — and they show some of the qualities that have characterized his work. The child-level eroticism and irreverence of *Harenchi Gakuen*, for example, although tame by today's standards, once led some PTAs in Japan to torch copies in protest. *Devilman*, also aimed at children, did not arouse so much controversy, but it scrambled enough nudity and violence in a disturbing nightmare-story to make most American mothers faint. *Mazinger Z* was tame in comparison, but it was an even greater commercial success. The concept of drivable robots, which *Mazinger Z* helped introduce, created an enormous new market for robot toys, and fired the imagination of boys throughout Japan and the world. In the late seventies, *Mazinger Z* and other warrior-robot stories by Go were exported to Europe as both comics and animation, heralding a global boom in the genre. In some places, such as Italy, the stories were criticized for their dehumanizing violence and machine worship, but children loved them regardless.

Go's total body of work, and his influence, obviously extends far beyond the three stories I mention. Over a score of his comics have been animated for television, and countless artists have been influenced by his drawing and story style. Clearly, many of his stories have been controversial, even revolutionary in concept for their time, but as implausible as it might seem to some, they also possess a unique aura of innocence. When I first met Go, I realized that this aspect, more than anything else, is a direct reflection of Go's own personality, and his life.



Mazinger Z

Now forty-three years old, Go could pass for someone in his late twenties. He is shy, often giggles, and when visited in his studio is likely to have some far-out toys scattered about. He learned to ride a bicycle at age thirty-seven, and promptly crashed it into a construction site by the side of the road, which resulted in a compound fracture of his leg. Like many Japanese comic artists, he doesn't look particularly athletic but he is tough as nails and can work long hours if need be without succumbing to exhaustion or illness. With as many as thirteen assistants he can churn out up to three hundred comic pages a month. Like most famous Japanese comic artists, he has his own company, Dynamic Pro, which is one of the largest productions in the business and employs over fifty people. Similar to many Japanese firms, Dynamic Pro is a family operation, with Go the owner and (at one point) his brothers serving as president, vice president, and accounting executive.

When Go first achieved national fame in Japan he was only twenty-three years old. Because of the demands placed on popular artists in Japan he probably had to lead a fairly cloistered life for a long time. At age thirty-seven, which is rather late by Japanese standards, he finally got married. His wife Sumiko is beautiful and vivacious, and has in the past been a reporter for TV and print media, a rock musician, and a fortune teller. She reportedly has telepathic powers and her gregariousness is the perfect complement to Go's shyness. The wedding party announcement I received from them was done in comic-book style, with quotes from Go's editors, photo retrospectives of his youth, and a little comic story of how he got married. In true Go fashion, the story showed a little naked boy wandering innocently into a forest of trees and naked women, and eventually being ensnared by a voluptuous flower-woman.

If there is a secret of Go's success in comics, it is surely his ability to fuse the world perspective of a child with that of an adult. To recreate the fears and sense of adventure of a child. To weave eroticism into stories while retaining innocence. To unflinchingly share his own imagination with the world. These are rare gifts, and the product of a unique type of honesty. This honesty will always keep Go young at heart, and will always be one of the greatest sources of his creativity.

[Frederik L. Schodt is the author of *Manga! Manga! The World of Japanese Comics* and *Inside the Robot Kingdom: Japan, Mechatronics, and the Coming Robotopia*, published by Kodansha International in 1983 and 1988, respectively.]

SF²

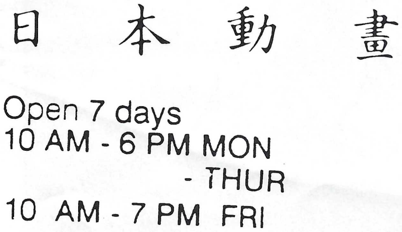
Specializing in Japanese
Sci Fi & Animation
Toys
Robots
Weird Stuff

The garage kit network

616 Clement St. S.F. Ca. 94118
Tel: (415) 751-7380

好評発売中。

The Garage Kit Network


7 Ave.
SF²
616
Clement St.
Geary St.
8 Ave.

日本動畫手辦模型同盟

Open 7 days
10 AM - 6 PM MON - THUR
10 AM - 7 PM FRI - SAT
11 AM - 5 PM SUN

join our free model class & fan club

ANIMATED PLASTIC

By Tony Del Grosso

MAKING YOUR FIRST RESIN KIT

As discussed previously in this column, there are many methods used in the manufacturing of model kits: injection-molded, resin-cast, soft vinyl, vacuum-form, and the more recent white metal (lead) kits. Of these types, injection-molded are probably the most familiar to American model builders; Revell and Monogram have been manufacturing military models for years.

Injection-molded kits, although initially more expensive to produce than cast resin kits, are ultimately mass-produced and therefore cheaper than cast resin kits. However, unlike injection molds, cast resin molds can be constructed in the modeler's own home (hence the name "garage" kits).

Cast resin kits are used almost exclusively to produce statue-like figurines of animated and science fiction/fantasy characters. For the next few issues, Animated Plastic will focus on the construction and painting of these popular models.

When purchasing a resin kit be sure to check for any mold lines or air bubbles. The fewer bubbles and mold lines, the easier the kit will be to build.

Now—you've selected an appropriate resin kit and can't wait to begin building it. Before you start, however, be sure to wash your hands. Oils from fingers have been known to affect a model's glue and paint.

Next, wash your kit gently with soap and warm water. This is an important step, one often skipped due to impatience. Removing all the dust and oil that's accumulated on the kit will in the end save you time and trouble.

Use an old toothbrush to scrub every part, rinsing them in warm water until the surface is smooth. Dry the parts with a paper towel or soft cloth.

Study the model's instructions and figure out in advance which parts will go where. Time spent *before* the actual construction can help avoid many of the pitfalls suffered by amateur *and* professional modelers (even professionals become impatient sometimes).

One convenient construction technique is to divide the model's parts into sub-assemblies (for example, work on the arms one night and the legs the next). Trying to construct a model in a single night is probably one of the most common modeling mistakes.

Okay, now you can begin on the fun stuff. There will be a thin, raised line on both sides of your model. These are called mold lines. Gently run an X-Acto knife along the seams, removing excess resin. Use sandpaper to smooth the surface. Resin found in the place where the cast was poured can be removed with cutting pliers and a file; use sandpaper here also. An electric grinder can also be used. Of course, caution should be taken when using knives.

Spray the model lightly with primer to reveal any imperfections that might be invisible in the model's original state. Imperfections such as bubbles, scratches, dents or nicks can be repaired with spot putty and later, after the putty has dried, with sandpaper. Be careful not to get any of the putty on clear plastic parts such as visors or cockpit hatches; the putty will cause the plastic to partially dissolve and will not harden.

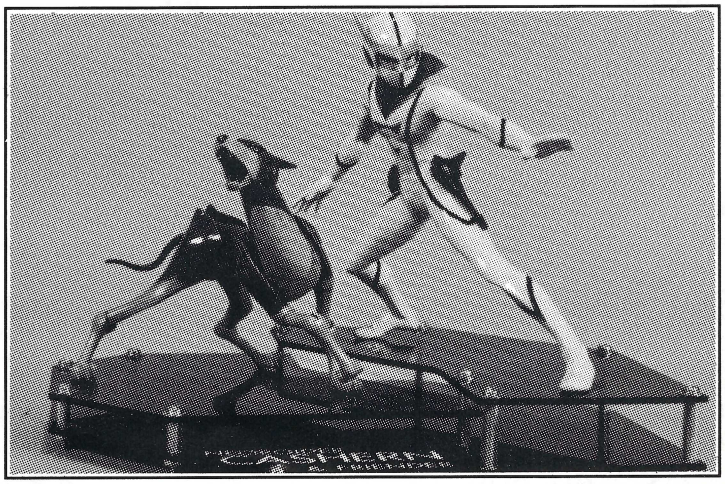
After your minor repairs, prime the model once more. The reason this is done now is to avoid hard-to-reach areas once the model has been constructed.

One of the most difficult steps in building a resin kit is bonding pieces together. Normal plastic kits use a glue which will actually melt the two pieces together. CA glue, or "super glue," won't melt the resin, so there's always a chance that the kit will break at the glued joints.

To prevent your kits from breaking after you've built them, make some inner supports. This is done by inserting a small, thin metal pole into each part that will be glued. Use a small amount of CA glue and put the pieces into its desired position. Once the glue has dried, use a fine-point marker and make four marks across the joint of the pieces.

Break the pieces. Draw a line from one mark to its opposite so that there is an 'x' on the surface. Repeat this on the other piece.

With a pin vice (a very small hand drill),



drill a hole into the center of each 'x.' Depth will depend on the size of the piece; usually a quarter to a half-inch will be enough. Insert a similarly sized piece of wire and attach the two pieces together using the marks you originally made on the outside to line the pieces up. Use CA glue to bond the parts.

Repeat these steps with all the other glued parts. This is usually done to large sections of resin kits. If you have a small kit, you probably will not need to do this step.

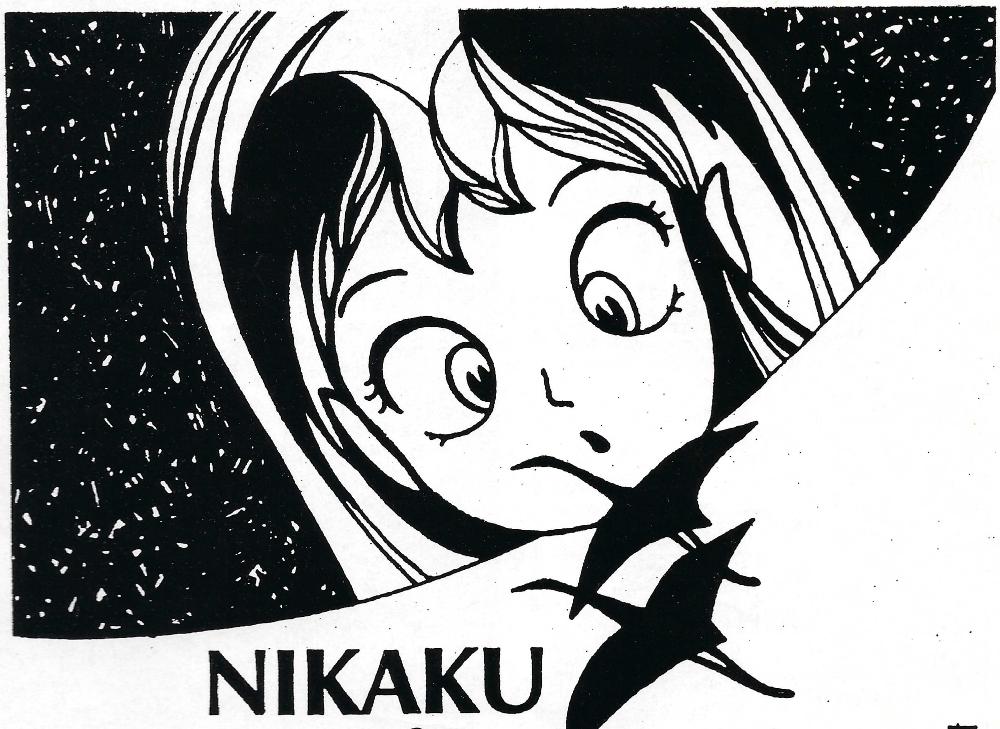
Other problems with resin kits include the use of putty. Putty is used to fill seam gaps, bad mold lines, and bubbles. When using putty, try using a bit more than is required because it will shrink.

Allow the putty to dry completely (at least 24 hours) before attempting to file. Once the putty has dried, use a file and grind until almost flush with the kit's surface, then use wet sandpaper to finish a smooth surface. Primer can be used here to check the smoothness of your seam; if it's unsatisfactory, repeat the putty steps.

Now that we've taken care of all the imperfections, and all the parts have been glued together, use a fine grade of wet sandpaper to go over the entire kit and sand it.

If you wish, you can wash the kit again to be sure that there's no oil on the kit. After it's been washed and dried, use a can of grey primer to spray the entire model kit. Make sure you keep the can of primer in motion, or the primer will collect in the kit's hollows, and then you'll have to try and remove the excess primer.

And now your kit is ready to be painted. We'll cover resin kit painting in our next issue.



NIKAKU
animart

posters · cd's · books · mooks
cassette tapes · idol cards
+ other Japanimation items

(408) 971·2822
615 N. 6th St. SAN JOSE, CA. 95112

send stamp for free list

Animated Plastic New Releases

B-Club
From the latest OAV from Sunrise's Gundam saga, *War In the Pocket*, come the soft vinyls of the Rick Dom II, Gelgoog J, GM Commando and Kampfer.

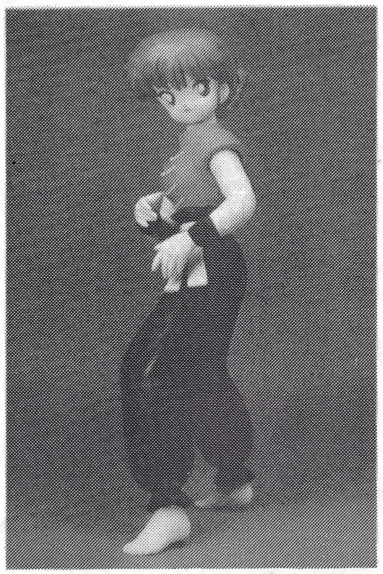
Kaiyodo
Out of the pages of the *Shonen Jump* comics come the *Dragonball* figures: Goku (old and young), Kuririn, Yamucha, Piccolo, Majunior, Ten Shin Han, and others. All kits are cast in resin and are 1/12th scale.

Max Factory
New vinyl kits from the upcoming *Guyver* OAV series will soon be released. New kits include Guyver I, III, Gregor, Vamour, Enzyme, Zelbubus, and others.

Musashiya
From Rumiko Takahashi's popular animated television series, *Ranma 1/2*, Musashiya will release 1/8th-scale resin cast figures of Ranma, Akane and Shampoo.

Volks
Volks once again releases the popular winged female demon from the pages of Go Nagai's *Devilman* series, Siren. This time the kit is in 1/6th-scale resin.

Wave
One of the latest Japanese giant robot OAV series, *Zeorymer*, is the inspiration for Wave's new 1/220th-scale vinyl kits. So far only Zeorymer and Lanster of the Wind have been released.



STARGATE

(214) 438-3348
P.O. Box 610045, Irving, Texas 75061

$3 Shipping Per Order • Tex. Res. add 8% Sales Tax
Please allow 4-6 weeks for delivery.
Send SASE for complete listing

Super-Deformed Gundams

by Bandai

Six different miniture Gundam Warriors that snap together in minutes

7.50 each

B. B. Gundams

by Bandai

Six different pellet firing Gundams. These snap together toys come complete with pellets and target.

4.50 each

"*Speed Racer's*" Mach 5

by Imai

A motorized model kit with remote control. Motor included. 15.50

"*Akira*" Motorcycle

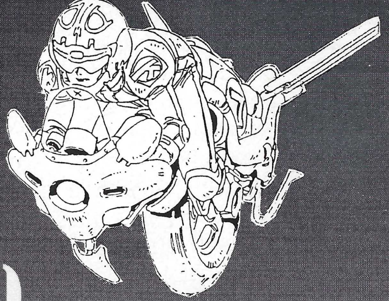
by Bandai

A diecast reproduction cast in a bright red 11.00

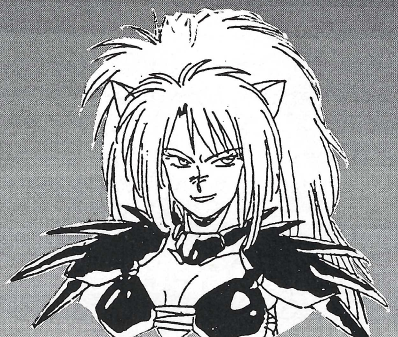
Ask about our
"Hobby Japan"
Subscription Service.

NEXT ISSUE OF ANIMAG

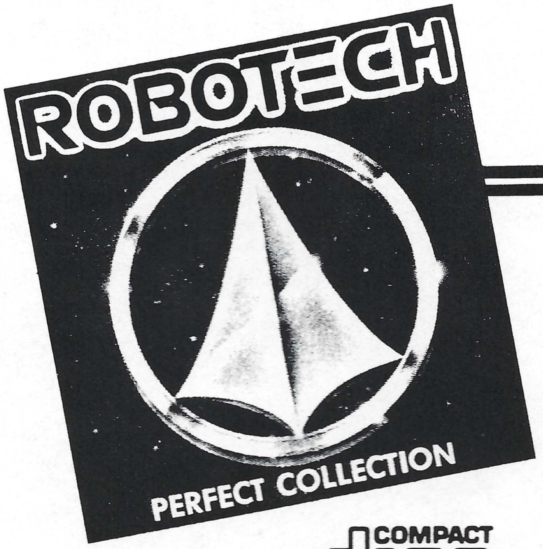
- **VENUS WARS**



- **GUNDAM 0080 WAR IN THE POCKET**
- **DOMINION**



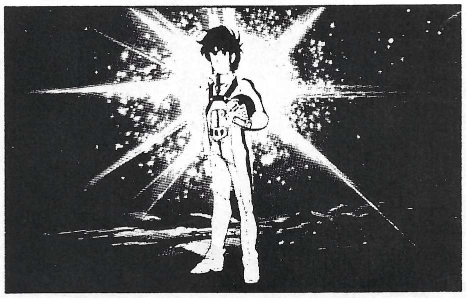
- **WORKS OF HAYAO MIYAZAKI**
- **BONUS FULL-COLOR 1990 CALENDAR**



US Renditions

A Subsidiary of
Nippon Shuppan Hanbai U.S.A. Inc.

presents
ROBOTECH PERFECT COLLECTION



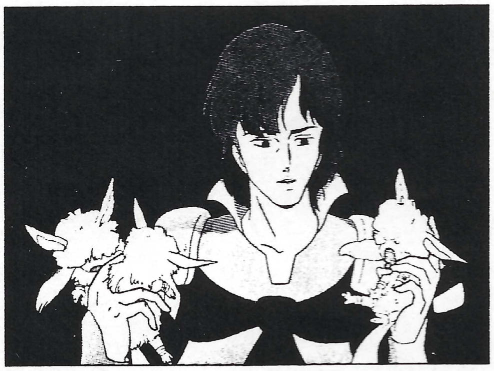
ROBOTECHNOLOGY MEETS DIGITAL TECHNOLOGY

At last on COMPACT disc DIGITAL AUDIO

with never before released BONUS TRACKS!
My time to be a Star • We Will Win (extended)
Look Up (The Sky is Falling) • It's You

$16.95 (plus postage & handling)

BECAUSE YOU DEMANDED IT!!!! The Compact Disc edition of the best selling ROBOTECH album has arrived and ROBOTECH never sounded better!! This compact disc collection features more than 22 tracks including: ROBOTECH MAIN TITLE, LONELY SOLDIER BOY, WE WILL WIN, SENTINELS MEDLEY and the never before released songs: LOOK UP, (THE SKY IS FALLING), WE WILL WIN (Extended and LANCER versions), MY TIME TO BE A STAR and more. The ROBOTECH PERFECT COLLECTION also contains an eight page booklet complete with lyrics and information on ROBOTECH and ROBOTECH II: THE SENTINELS.



THE SENTINELS

Harmony GOLD™

Copyright © 1985 Harmony Gold USA, Inc /Tatsunoko Production Co Ltd All Rights Reserved ROBOTECH is a trademark owned and licensed by Harmony Gold USA, Inc

ORDER FORM

QTY	TITLE	PRICE	TOTAL
	ROBOTECH PERFECT COLLECTION CD	$16.95	
	SAMPLE CATALOG PACKAGE (Postage Included, Add No Tax)	$ 3.00	
	ANIMATION FAN CLUB MEMBERSHIP FEE (Postage Included, Add No Tax)	$12.00	

Sub Total	
Calif. Res. add 6.5% Sales Tax	
Shipping	
TOTAL	

Charge Card Orders: VISA / MC
Card # ____________
Expiration Date ____________
Signature ____________
Name ____________
Address ____________
City ____________ State ________ Zip ________

SHIPPING and ORDERING INSTRUCTIONS

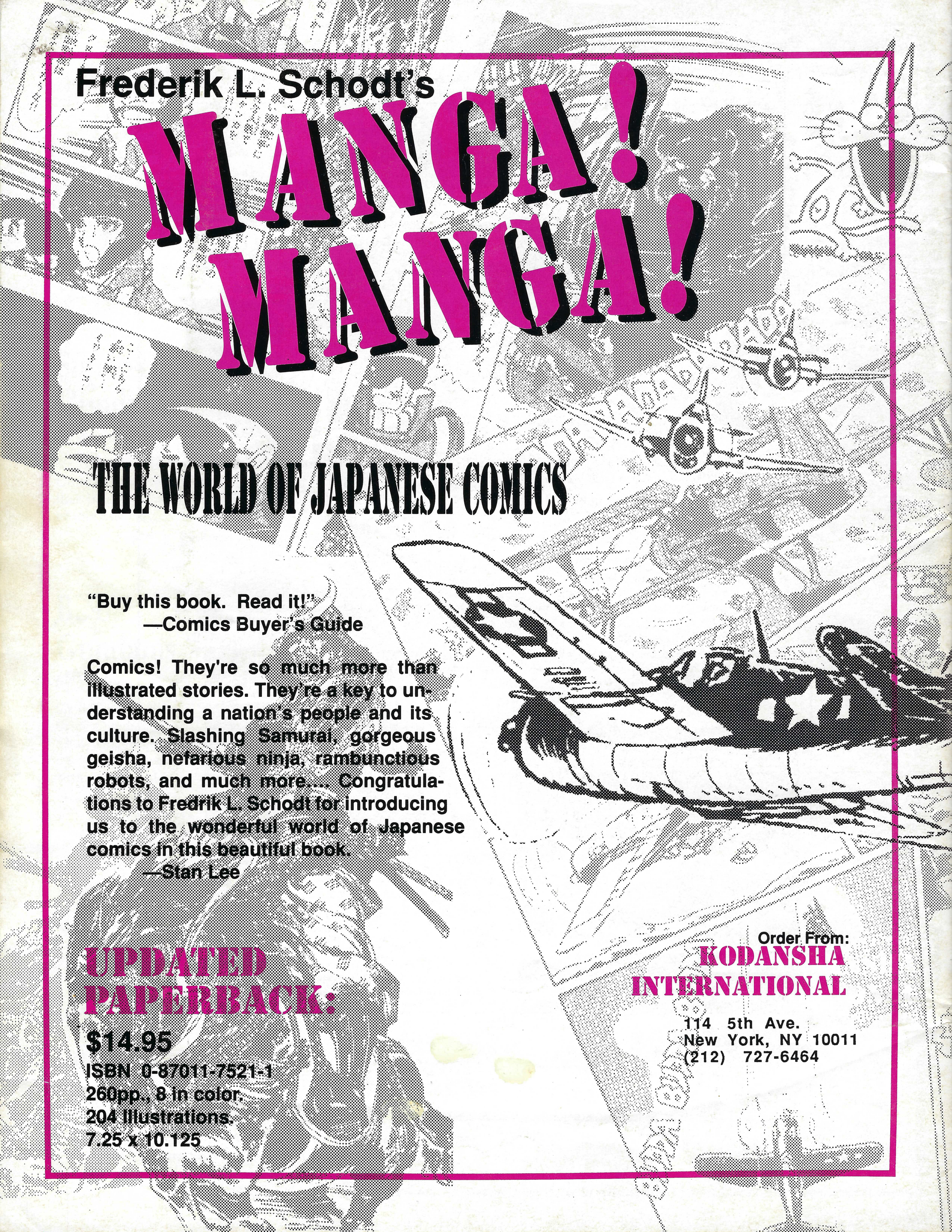
Please send check or money order, payable to: BOOKS NIPPAN.
ALL ITEMS SENT BY U.P.S., Please wait 4–6 weeks, C.O.D.'s acceptable.
(U.P.S. exception, P.O., APO, FPO, Box addresses will be shipped via 4th Class, U.S. Postal Service)

SHIPPING COST

CONTINENTAL UNITED STATES: 1 CD $2.50, Add 50¢ for each additional CD ordered
CANADA: (via AIR 1st Class) 1 CD $4.00 — Please add $1.00 for each additional CD ordered
ALASKA and HAWAII: (via 2nd Day AIR) 1 CD $5.00 — Please add $1.00 per additional CD
Sorry overseas orders not accepted.

Return Form, or Copy, with payment to:
BOOKS NIPPAN — 1123 Dominguez St., Unit K, Carson California 90746, Attn. ROBOTECH

Please Print CLEARLY



Frederik L. Schodt's

MANGA! MANGA!

THE WORLD OF JAPANESE COMICS

"Buy this book. Read it!"
—Comics Buyer's Guide

Comics! They're so much more than illustrated stories. They're a key to understanding a nation's people and its culture. Slashing Samurai, gorgeous geisha, nefarious ninja, rambunctious robots, and much more.... Congratulations to Fredrik L. Schodt for introducing us to the wonderful world of Japanese comics in this beautiful book.
—Stan Lee

UPDATED PAPERBACK:
$14.95
ISBN 0-87011-7521-1
260pp., 8 in color.
204 Illustrations.
7.25 x 10.125

Order From:
KODANSHA INTERNATIONAL

114 5th Ave.
New York, NY 10011
(212) 727-6464